



THE ONLY MAGAZINE WITH A PLAYABLE PLAYSTATION 2 DEMO DISC

ZIFF DAVIS MEDIA

APRIL 2002
ISSUE 55



OFFICIAL U.S.

PlayStation

MAGAZINE

INSIDE

**PS2 DISC
THIS MONTH**

MAXIMO

PARAPPA THE RAPPER 2

DRAKAN

GITAROO MAN

FREQUENCY

HERDY GERDY

AND MUCH MORE

**STATE OF
EMERGENCY
REVIEWED!**

THE VERDICT INSIDE

**78 PS ONE
RPGs**

**LOOK UP SOME CLASSICS
YOU MAY HAVE MISSED**

EXCLUSIVE FIRST REVIEW!

VIRTUA FIGHTER 4

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EXPOSED**

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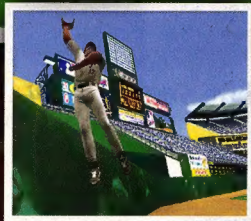
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**Comic
Mischief**

Check out the
demo on this month's
OPM demo disc.

than last year. YOU?



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**"High Heat (PS2) has risen above and is now
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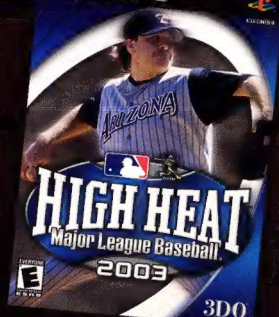
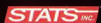
— Official PlayStation Magazine May 2001

"High Heat Hits Grand Slam with PS2 Debut."

— GamePro May 2001

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PRODUCTS RANGE FROM
EVERYONE TO TEEN
E-T
CONTENT RATED BY
ESRB



We've been hard at work in the off-season improving our game.
 The payoff – High Heat™ Major League Baseball® 2003 is a quantum leap forward in graphics and animation. Player movement looks fluid and life-like. There are seven new gameplay modes and highly realistic audio. And we were already rated the #1 baseball videogame by numerous sources, including GamePro and the Official PlayStation Magazine.

- ★ **Newly enriched audio** with hecklers, vendors and dynamic stadium announcers.
- ★ **New gameplay modes** include Home Run Derby™, Fantasy Draft, Batting Practice, Stand Alone Playoffs, Create A Player, Player Editor and Two On Two Showdown™.
- ★ **New action** includes a superjump at the wall to snag homers, and tons of player celebrations and frustrations.



PlayStation 2

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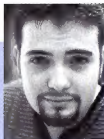
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ALL PS2
ALL THE
TIME

Those of you lamenting the content of our PS one demo discs recently will be relieved to know that as of this month we're switching to a PS2 demo disc every month. This is fantastic news, as in the coming months we'll be able to bring you fantastic playable demos of games that are coming out soon and then supplement them with documentary-style features to take you behind the scenes at game developers and see things being worked on before they're out.

PS one owners, I'm sure, have already dropped this copy of the magazine in anger and are rushing to their computers to e-mail me a virulent note about how much I suck, and how they buy the Official U.S. PlayStation Magazine for PS one content. Unfortunately, there's very little we can do about this now. The PS one, while still an incredibly popular and wonderful system, has been with us for nearly seven years now. Very few developers and publishers are supporting it anymore, so to be honest, if we kept doing PS one demo discs, you'd probably hate them too...and still e-mail me to tell me that I suck, just like the PS2 owners have been doing every other month since September. There are only so many times that the Grind Session demo can appear before we all start to wonder if maybe the well is running a little dry. We'll still cover the system in the pages of the magazine, of course. We're not ditching it altogether.

So, all hail the new age. The PS2 is going to have an incredible year in 2002, and with the new monthly PS2 demos, this is the best place to see stuff first.



John Davison
Editor in Chief

About our contributors



MICHAEL SEXTON
 The last time we sent Michael Sexton out on a photo shoot, he got to spend a day in a cave with Lara Croft (November '99). This month's model, VC's Greg Thomas, might not be as fetching as Angela, but he can shoot a three-point better than Michael Sexton, that is.

ZOE FLOWER
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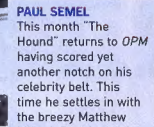
RYAN LOCKHART
 As gangly as he is witty, Ryan works his magic at 7 Studios, where he hopes to "save the game industry from the inside out." Formerly an EGM staffer, Ryan spends his free time helping the elderly cross the street.



JEANNE KIM
 Best known for her work on EGM, Jeanne pitched in on our Barbarian preview. Her stats include: 15 strength, 19 dexterity, 15 constitution, 13 intelligence, 11 wisdom, 9 charisma. She's working on those last three.



PENNY ARCADE
 There is funny, there is hysterical, and there's in between. The fine gentlemen at Penny Arcade manage to capture all three. Read this month's contribution, go to their Web site for even more, then order their book.



PAUL SEMEL
 This month "The Hound" returns to OPM having scored yet another notch on his celebrity belt. This time he settles in with the breezy Matthew Lillard. Paul has written for Lemonade, Vibe, Code and RollingStone.com.

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TEEN RATING
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MATURE RATING
 These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Designed Not Suitable For Those Under 17.



ADULTS ONLY RATING
 The Extreme Of The Ratings. Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

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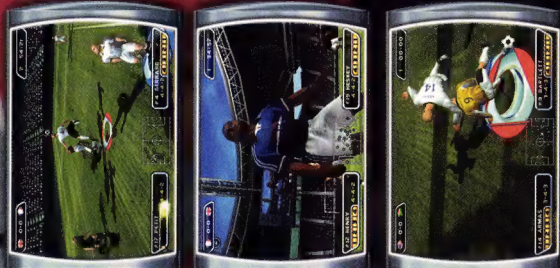


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Virtua Fighter 4 • 92

Theeeeey re back. After having to settle for Tekken Tag and nothing else for far too long, the PS2 fighter revolution is upon us. We feature VF4, which will knock, punch, and reverse round-house your socks off.

Replay • 110

If you thought we delivered a jam-packed strategy section before, strap on your seatbelt for our new Replay section. You won't believe your eyes.



Previews • 76

This month we get a.J hands-on and stuff with Star Wars Jedi Starfighter, see Capcom's deliciously cel-shaded racer Auto Modellista in action, bust out screens of Onimusha 2, and learn a thing or two from the Japanese with Mr. Mosquito (formerly Ka) and Mad Maestro.



Virtua Fighter 4, it's safe to say, took us all by surprise. We knew it was going to be good, but to find out just how fantastic it is, turn to page 100 for our exclusive first review of "The Best Fighting Game Ever Made."



RPG Role Call • 48

There are a lot of RPGs out there, so many that you've probably .ost count. That's why we take a detailed look at every single RPG on the PS one. Plus, find out what kind of RPGer you are!



Treasure • 54

If you haven't heard of Treasure, you soon will. Known for making unique games without the fortune of commercial success, Treasure's readying to launch their first surefire hit, Tiny Toons Adventures: Defenders of the Looneyverse.

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We're not that exciting without your 24. Send us an e-mail at OPM@ziffdavis.com when you can

Spin • 30

Tidbits, knick-knacks and more news than your mind can contain, plus every RPG ever made

Replay • 110

If you've played GTA3, you've wished there was a map. Now, in our new Replay section, there's

P.S. • 126

Anagrams of top games, Ico's watermelon and the best issue of Modern Pirate we've ever seen!



"Now Alt, you know *crazed crack* orgies are bad, right?" 44



"I see robotic people..." 30



Mary Tyler Moore, she ain't, 72



Jink! It's yet another most



Note to EA: This is not a face, you want to mess with, 38



"Go ahead, say 'multi' more time. I dare you." 30

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PS2 4 LIFE

You've begged, you've pleaded, and finally we'll deliver a PS2 demo disc and only a PS2 demo disc from here on out. This month we let you decide if Maximo is overhyped if PaRapapa 2 is underappreciated, and if the new Heat is the best baseball on PS2.

We also deliver a Virtua Fighter 4 v.d. that'll have you storming your local gaming store, and a Tony Hawk 3 download that unlocks everything.

PLAYABLE:

Maximo • Soul Reaver 2 • PaRapapa the Rapper 2 • Frequency • Gitaroo Man • Airblade • Shaun Palmer's Pro Snowboarder • Drakan: The Ancients' Gates

HIGH HEAT MLB 2003

There's no better baseball game this year, but we thought you should see for yourself.

VIDEO:

Virtua Fighter 4 • Grand Theft Auto III • Smuggler's Run 2 • Herdy Gerdy

DOWNLOADS:

• Kinetica — All tracks, characters unlocked
• Tony Hawk's Pro Skater 3 — All characters, boards, levels unlocked

BEHIND THE SCENES:

Black Omen 2 • PS2 Truck Team

COOL MOVES

Portal Runner — Water Arrows • Twisted Metal: Black — Unlocking Manslaughter; Unlocking the Elevators level • Kinetica — Electrica 2; Cliff Hanger • Godai: Elemental Force — Combining Magic

CELEBRITY GAMER: DJ QBERT

This month PlayStation Underground caught up with DJ Qbert at the Octagon. Find out who he uses when he plays Twisted Metal: Black, where he plays games, his burning desire to do a phat track for the next WipeOut, and information on a new movie featuring his slick beats.



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A stylized, high-contrast logo for 'CLUB FORM'. The text is rendered in a bold, blocky, sans-serif font. The letters are white with thick black outlines. The logo is set against a background of a black and white checkered pattern, which is also integrated into the lettering itself. The overall aesthetic is reminiscent of vintage motorsport or racing branding.

The EA Sports BIG logo is located in the bottom right corner. It features the EA Sports logo (a red 'EA' inside a white circle with 'SPORTS' written vertically) next to the word 'BIG' in large, bold, black letters. The entire logo is set against a yellow and orange gradient background.[illegible]



Gamers are talking about...

OPM's monthly roundup of hot topics, gathered from e-mails, message boards and chat rooms.

• **Blitzball.** Early feedback was mixed on this complex minigame, but the more people play Final Fantasy X, the more they seem to like blitzball. *OPM* reader Corey Adams (me2000ca@hotmail.com) sums it up best: "While I hated blitzball so much at first, after I got a decent team I got so addicted to it I've probably played blitzball for about 10 to 15 hours."

• **Tomb Raider: Next Generation.** Even hardcore Lara Croft fans had burnt out on this series, but after reading last month's feature, the passion was revived. "Let me just say that when I first heard that yet another Tomb Raider was scheduled to come out, I physically cringed," Technocrat posted on our board. "I thought, 'Oh, boy, could we just beat this franchise any further into the ground?' But after reading the article and especially after hearing about the way it will be styled and the way the graphics looked, I must say that I am as eager to see this New Lara as I was when I was anticipating Tomb Raider 3 [which was kind of a disappointment in itself]."



• **Final Fantasy XI.** Killer app or online disaster? Some Final Fantasy fans are distraught over Square's decision to make this an online-only game, summed up by an e-mail we got from HoanChris@aol.com: "Having played games like Phantasy Star for the Sega Genesis, and then playing its online counterpart for the Dreamcast, I fear for the game. I know, this is Square and new directions are good, but how can a story-driven quest as great as previous FF installments possibly be conveyed online?"

Others, like Frank (Foxtroing@aol.com), are optimistic: "After I read both previews of Final Fantasy XI in issues 53 and 54, I almost crapped my pants. I am so excited about this game and see enormous potential for its success."

But will the cost of admission be too high for gamers? "I still will not buy the hard drive and a modem accessory just so that I can further buy a \$50 game disc and a monthly subscription to play online games," RTV-DW posted on our message board. "I don't care if it's Phantasy Star Online Ver. 2, Final Fantasy XI, etc. It's just too much money to waste on a few weeks of enjoyment."

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of nifty goodies from all your favorite software companies.

Sound Problem

I have a big problem. In issue 53, page 38, there's a section called "Home theater for any budget." It talks about upgrading sound systems so we can get the most out of our PS2. I followed the suggestion in that article and bought a "Logitech Z-560 THX (certified 4.1 surround sound and speakers)" only to find out that it can't be connected to the PS2. The Z-560 has an audio input cable (green and black plugs) to connect to a computer. How would you connect that to the PS2 or TV? Did you guys make a mistake? Please reply soon so I know if I need to return the system. "John" PHUCNGO@msn.com



We got a few questions about this, so we checked with our home-theater expert (and writer of this piece), Peter Suci. Here's what he said: "This is where my experience as an audiophile might just take some things for granted. I did use this system with a TV and PS2 and it sounds fantastic. However, I had to use two Y-adapters to do so. Ten to 15 dollars at RadioShack will get the gentlemen going."

"This can be done several ways. The most basic way requires that you convert the green cable connector from the PC mini-jack size to the standard RCA/audio connector, with a normal adapter. It's a stereo cable so you can then use a Y-adapter to split it to left and right."

"The black cable doesn't even need to be used to get simulated surround sound—but you can further enhance the sound by using two Y-adapters. In this setup, you use the first Y-adapter to combine the input of the green and black cables. Then you connect to a second Y-adapter to resplit them for a deeper surround-sound effect. Then you connect a cable that is mini-PC on one end and RCA/stereo audio on the other, and you're in business."

QUESTION OF THE MOMENT

Last month we asked which fighting games you're looking forward to. Next, tell us what you think of State of Emergency. E-mail us at OPM@ziffdavis.com. Mark your notes SOE.

So far I can't wait for Tekken 4. I was thinking, though, wouldn't it be much cooler if they made a fighting game with a storyline? Sort of like The Bouncer except not so sh-tty?

Kris Wysong
holyh2o
@bellsouth.net

I am a big Soul Calibur fan, and I believe the second one looks spectacular.

Scott Thomas
setzevalentine
2007@hotmail.com

Hands down, I'm looking forward to the new Mortal Kombat game. Sure Tekken and VF will be impressive, but MK has always had the best characters

Crimelord48
@Earthlink.net

All of my friends, and I mean every one of my friends, are stoked about the chance to play Rockstar's State of Emergency. They read everything in *OPM* and online and they're constantly talking about it.

Which is fine. Talking about games is one of my favorite things. But my concern is this: Can State of Emergency live up to: a. the hype, and b. the legendary standards set by Grand Theft Auto III? I'm 17, and GTA3 is my favorite game. By far, I hardly play anything else. I know a lot of people are going to freak about SOE because people are getting blown to bits and people are blowing up shopping malls [which is good, anyway], but I don't care about the violence. Violent games are fine. My concern is that a lot of people are going to buy SOE on GTA3's reputation and will be savagely disappointed.

My friends now say they'll buy ANY Rockstar game because of GTA3. But I feel like I'll only buy any GTA game in the future (not those crappy PS one games). Am I just an idiot? Should I get onto the mall-smashing bandwagon ASAP? Tell me, *OPM*. Save me from public humiliation. Steve Sommers
Miami, FL

It's your friends, and not you, who should be worried about this possible "public humiliation." Rockstar has indeed been on a roll lately, and they deserve all the credit, good will and sales they're racking up. But love should never be blind, as is the case: sometimes when a developer puts out a string of great games—capping off with the brilliant, beloved GTA3. Check out our review of SOE in this issue, and you'll see that it's clearly no GTA3. Save your money and just rent it if you're curious.

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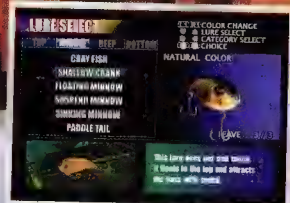
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MOST WANTED

Wanna chat with us along with other like-minded gamers? Then head over to www.playstationmagazine.com, click on "Talk to the OPM Editors Online Now!" and chat it up on the message board. We frequent the board daily, so it's a great place to ask us questions—or to just chew the fat with fellow gamers.

[illegible]

Depends on how creative your accountant is.

This unprecedented feat was only made possible by the unbeatable combination of Sony's deep pockets and their savvy purchase of a large portion of Square. Never before has an add-on peripheral seen the kind of success as Sony's hard drive and online adapter combo. The triple whammy of the hard drive, the adapter and a copy of *Final Fantasy XI*, all for just signing up for a year of Square's PlayOnline and a year of Sony's online service, was just too good for

Sure Rikku's hot and Yuna's cute, but Lulu takes the cake. She has purple lipstick, that Cindy Crawford mole, and those belts ready to spank any guy who takes a peek at her pantyhose!

Reza Khan
Orion83110@aol.com





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GAME EVER
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-GAMESPOT

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PlayStation 2



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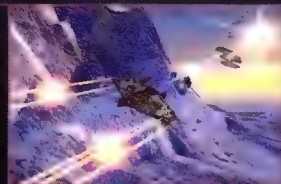
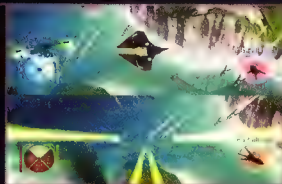


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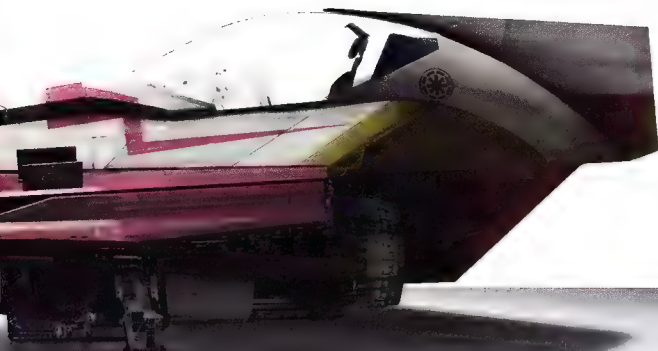
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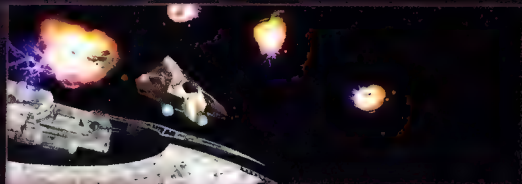
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"I spit thy name
out; the taste
left in my
mouth is rancid
and sickening."

gamers to pass by. As of Oct. 31, the installed base numbered over 1 million, and sales show no sign of slowing... Sorry, that's all I could manage to type before they located the mag and zapped it back to its own time. Sounds exciting, doesn't it? I'll try to get you more info as soon as I can, but for now it's back to my PS9 "Time Splitter Boy" joeed@modempool.com

Hey, thanks Time Splitter Boy. Do us a favor and find out what we're gonna write for the next 12 issues, then e-mail it to us so we can take the next year off.



photo by Kevin Maize/WireImage

Britney Basher

If a movie is made of Final Fantasy X—great idea—I will never forgive Square for letting Britney Spears play Rikku! I might even refrain from buying one of the Final Fantasy games to show my hatred! Rikku is very hot and a cool character. To see her being portrayed by one such as Britney Spears would enrage me immensely. I spit thy name out; the taste left in my mouth is rancid and sickening. So, please, I beg of thee, please refrain from putting her on the cast, if a movie shall be made (I can only hope). I hope you take this into consideration Kate Holmes as Yuna isn't the greatest choice either. I think you should use lesser-known actors; it would make the movie have more

QUICK HITS

GTA3 IS SICK I think GTA3 is a sick, perverted game. You can bash old ladies with baseball bats and continually beat them as you watch the blood fly out. Not to mention stealing and taking drugs. Yet everyone likes it! Even though America is a great country, it shows how sick our culture is getting.

Paul Condello
shiatsu59@yahoo.com

SICK SCORES Except for the fact that you give good ratings to sick and disturbing games, the rest of your reviews are sound. Better than any I have seen so far.

Paul Condello

SICK OF SICK Max Payne is just another disgusting game by Rockstar. State of Emergency looks like it's going to be a sick one, too.

Paul Condello

GARY'S SICK? Isn't Gary a little old for Rikku? What about being attracted to Tidus? I mean, what's his wife think about this?

Paul Condello

of a Final Fantasy kind of feel. I am sure there are plenty of other loyal Final Fantasy fans who would agree with me. Shadowmage7@aol.com

First off, look at the title of our recurring piece, "Dream Cast." Notice the first word? "Dream"? Still confused? OK, we'll spell it out for you: Dream Cast is where we cast a dream (meaning not real) movie based on a game. Get it? There is no Final Fantasy X movie! And for the record, Britney is hot, Rikku is hot—hence, the perfect casting.

Wise Beyond His Years

Hi, I am a 9-year-old who reads your magazine. Yes, I know what you are thinking. "A 9-year-old?" Yeah, well be quiet. I have read your magazine for about 10 months now and I think you guys are the best things since sliced bread. Your reviews are very good. My friend thinks the PS2 stinks. I just yell in his small little face, "Well, I think Xbox stinks more!!!!" The reason I say that is he obsesses over Xbox. He only likes it because his dad works over at Microsoft. Oh yeah, and I have a suggestion: Tell Sony to make a game about pissing out on food. THAT would be fun.

Alec Wymam
ps2gameguy@yahoo.com

Wow. You're really only 9 years old? We'd never guess that from your letter...

Memories Are Forever?

I know that many game cartridges from the days of old came with an internal lithium battery for game-saving capability. The life expectancy of the battery is around five years. What is the life expectancy of a memory card for today's systems?

Brett Pavlov
Newport News, VA

Since the memory card doesn't use a battery, theoretically it can last until it just fades away into the ether. Which would be a long time indeed.

Oops!

Last month we incorrectly credited Jeff Daniel for Letter of the Month. The actual letter writer is Drew Stevenson.



FORGOTTEN GEMS

Learn a lesson from a pretty good game. It let you command three separate guys and manually control another all at once. Also, you could tank any weapon and make powerful moves, and even build your own vehicles at tank on a plane! It was like a war simulator, but instead of army men, you had little characters. Plus, who could forget those cheesy one-liners being spewed forth with a change in location? Adam B.
Braw728@aol.com

Does anyone remember Carnage Heart by ArtDink? It was released in the PlayStation's first year. It's an extremely in-depth military strategy game that requires building and programming your robots to search, attack, move around objects, dodge enemy fire, etc. It's got nail-biting action because you can only watch and hope your programmed bot is smarter and stronger than the opponent as they duke it out. This game alone prompted a couple of my friends to purchase a PlayStation. Having a PS2 and all the latest games, I still play Carnage Heart regularly. Steve Stella
stella104@yorku.ca

TIMELINE HOSHIGAMI



We're big enough to admit it—now and then we get a bit caught up in the hype surrounding certain titles. Recently, that happened with Hoshigami. We so wanted to believe that Atlas' strategy/RPG would be the second coming of Final Fantasy Tactics. Boy, were we wrong on that one! Of course, we planned it come review time, but OPM reader Tom Angleberger (tomangleberger@yahoo.com) still thought he'd poke a little fun at our preview hype with this fictional timeline.

OPM makes first reference to Hoshigami: "Fans of Final Fantasy Tactics are already buzzing about this similar strategy game."

OPM runs screenshot and this caption: "Incredible screenshots hold promise of more FFT-style gaming, which FFT fans have been waiting for."

"It doesn't come out until December, but reserve your copy now. You must own this stunning sequel to FFT."

"This is a gamer's dream that fans of FFT have been waiting for. Thank you, God, for letting me be alive during this great moment!" —OPM

"New religion forms around Hoshigami screens. Shaven acolytes pass out pamphlets in airports, bus stations."

Bush declares constitutional amendment to rename Hoshigami. Hoshimeriga Citizens rejoice! —OPM

"Just a few more weeks until you can play it. Quit your job. Leave your wife. This is the game FFT fans have dreamed of."

"Vishnu returns in human form, stands inline at Sri Lanka. Babbage's to get a copy of Hoshigami." —OPM

"You're better off replaying Final Fantasy Tactics or trying out Saiyuki. Take a look at this one." —OPM

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Mild Violence

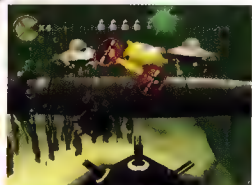
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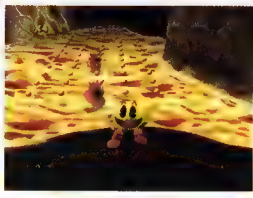




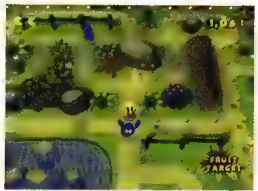
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1. The first part of the document is a letter from the Secretary of the Department of the Interior to the Secretary of the Department of the Army, dated 1900. The letter discusses the proposed construction of a dam on the Colorado River, and the need for a survey of the river and its tributaries. The letter also mentions the need for a survey of the land on which the dam is to be built.



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INSIDE SPIN

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Find out what media superstar Zoe Lister-Jones has to say in this month's column.

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Paul Anderson sees undead people

Tomb Raider blew. Final Fantasy sucked. Within the past year, most would agree that video-game movies have lived up to their "potential" in the eyes of the mainstream—total crap. So why should things change on March 15, when Screen Gems releases *Resident Evil*, based on Capcom's bestselling survival-horror series?

Paul Anderson, director of the \$40 million picture, has an answer: "They're different beasts, video games and movies," he says. "They do overlap a little bit, but I think it's not enough just to adapt a video game. You've gotta make a good movie. You've gotta make a movie so that if you don't know the game from a hole in the head, it doesn't matter—it still delivers as a film." *Resident Evil*, he claims, is such a cinematic experience.

But what does that mean to the diehard *Resident Evil* fans? You know, the guys who

wear their S.T.A.R.S. jackets with pride and plan to visit Raccoon City on their next vacation. Stop by any Internet message board relating to the subject, and one feeling toward the film runs rampant: concern. Concern about the unique plot. Concern about the new characters. Concern that maybe Anderson's desire to cater to the masses will completely taint the epic tale of walking human corpses they hold so dear.

If you find yourself relating to these concerns to even the slightest degree, we've got one thing to say to you: chill. If any director out there seems qualified to helm a *Resident Evil* film, it's Anderson.

"I lost about six months of my life to *Resident Evil*," confesses the 37-year-old Brit, whom many gamers know well as the director of 1995's *Mortal Kombat*. "I never really wanted to go back and do another video-game

movie until I played *Resident*. It was just so good, I couldn't not do it."

Anderson isn't alone in his fandom. "I'm a huge fan of the game—I mean a *massive* fan," he says. "And so is Milla, and so is Michelle."

Of course, the others he refers to are stars Milla Jovovich (*The Fifth Element*, *The Messenger*) who plays Alice and Michelle Rodriguez (*Girlfight*, *The Fast and the Furious*) as Rain, who together lead a squad of commandos into Umbrella Corporation HQ to isolate a horrible infestation one month before the events of the first *Resident Evil* game. Seems the bioengineering company's top-secret T-virus (sound familiar, *Resident Evil* fans?), with the help of a supercomputer known as the Red Queen that controls the building's environment (OK...maybe that doesn't), has been let loose throughout the build-

ing, infecting workers and turning them into zombies. Eventually, the only thing important to Alice and Rain is their own survival.

Yes, this story is entirely unique—but Anderson makes no apologies. “Just imagine how boring it would have been if we had done [an adaptation of] *Resident Evil 1*,” he points out. “There’s no tension in that movie. There’s no suspense. It’s kind of like watching *Alien* for the first time and in the opening credits it says, ‘By the way, Sigourney Weaver is the only one who’s gonna survive.’ It’s blown the whole movie for you.”

Mention the use of new characters as opposed to established ones, and Anderson has even more to say. “This isn’t like *Tomb Raider*, where in every single game you play Lara Croft—she is the central character. *Resident Evil* is very interesting because the universe is ever-expanding. Certainly, a difference between *Resident 1* and *Resident 2* is 2’s got completely new characters in it.



"The way we developed the movie was very much to view it as another *Resident Evil* game."

And I think most game players didn't sit there being really pissed when *Resident Evil 2* came out going, 'Where the fu--s Barry Burton?! I hate this piece of sh--!'"

"I thought the way we developed the movie was very much to view it as another *Resident Evil* game," he continues. "It's another installment of the *Resident Evil* franchise, only this time instead of going and buying it at your local game store, you're going to see it in your local cinema. So, I felt I really needed to exist within the *Resident Evil* universe—to expand upon that universe. I think that what makes the *Resident* franchise really strong is that it does progress. You *do* meet new characters; you go to new places; you learn new things. It's not the same old same old, again and again and again."

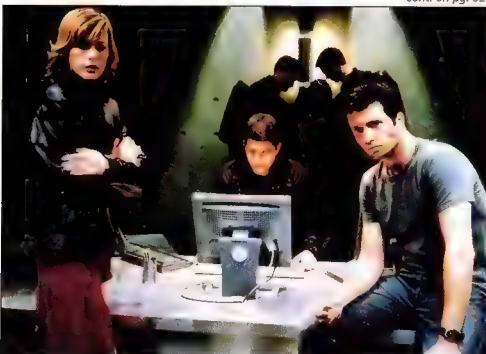
"[The movie] doesn't have Jill Valentine

in it—so shoot me," Anderson goes on. But, "although Milla is not playing Jill Valentine, she is *playing* Jill Valentine. In her mind...the character she's playing...she looks like her—she's very much a Jill Valentine type. What we tried to do was take the archetypes from the game—like the really strong female lead, whether it be Jill Valentine or one of the others from the game—and that's what Milla's playing; she's kind of an amalgam of those characters."

Still, don't be surprised to find, or at least notice an allusion to, the occasional familiar character. "If you're clever, you'll spot them," Anderson teases.

And the nods to fans don't end there—not by a long shot. "We built a ton of stuff that was basically straight from the game," says Anderson. "We also shot it a lot like the game. [Someone] would go, 'This is a

cont. on pg. 32



Resident Evil star Milla Jovovich shares a humorous behind-the-scenes moment with director Paul Anderson.

MEET PAUL ANDERSON

Before taking the helm of zombie video-game flicks, Paul Anderson took charge of a few other projects—including a non-zombie video-game flick. Anderson's directorial career began with 1994's *Shopping*, in which Sadie Frost and Judd Law "shopped" by ramming their cars into store windows and taking things at will. The following year he released his most successful film, *Mortal Kombat* (\$70.4 million earned domestically), which many gamers consider the best live-action film based directly on material from a video game. Anderson's other theatrically released directing credits include *Event Horizon* (1997, starring Sam Neill and Laurence Fishburne) and *Soldier* (1998, Kurt Russell), both critically lambasted.

With so few films to his credit, two now based on games, one might rush to name Anderson as "that video-game guy"—which doesn't bother him in the least. "[Games] are part of our culture now," he says. "I'd rather be 'that video-game guy' than 'that theater guy,' or 'that musical guy,' that pop-video guy. I like games—a lot. They're just as valid to turn into a movie as a book or a play these days." So, what's he think of other video-game films? "I think the gaming community has been burned a couple times, both by *Tomb Raider* and by *Final Fantasy*," Anderson relays. "Both had some good things about them, but had some very negative things about them, as well. *Final Fantasy* had some amazing graphics in it—I mean really beautiful imagery—but the story was terrible, and the acting was terrible." And what about *Mortal Kombat: Annihilation*, which he had nothing to do with? "I didn't like it," he confesses. "As a fan, it didn't deliver."

Anderson is also considering, in addition to a possible *Resident Evil* sequel ("I'd be very excited," he tells us), bringing other game franchises to the big screen. He just won't say which—"Just to see someone else buy them before I get a chance at them." However, a report on *Alert It Cool News* reveals one such possible series. "It's Grand Theft Auto would make a decent flick!"



THE EARLY WORD

A few reviews based on test screenings of *Resident Evil* have surfaced on aintitcool.com. Here are a few comments:

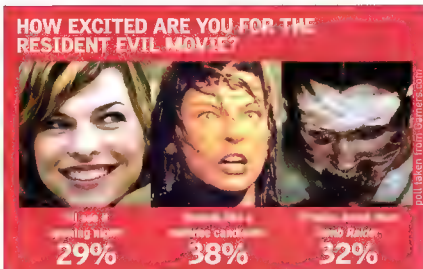
"Paul Anderson has done a really great job here.... God, it is so faithful to the game."
—El Dorado

"If I were to rate this film on a 1 to 5 scale, I would give it a 3.7."
—Jesse Garson

"The movie plays like the Romero [*Night of the Living Dead*] trilogy starring the Marines from *Allens*."
—Terry Tsuguri

"This film falls on every level."
—Choptop

"This movie rocks!"
—Gandolfino



great moment for one of those fantastic overhead shots," which is a real characteristic of Resident Evil. You know, you go to those fantastically chilling overhead shots. We even shot it in the same manner as the game."

The settings should also ring a bell to any who have ever wanted to change their last name to Redfield. "Although it's a fresh set of characters, they're

"There's a ton of stuff straight from the game."

moving through very familiar environments," he says. "You'll recognize the train from Resident Evil 2, for example. You'll recognize all the under-the-mansion lab sets from Resident Evil 1 and a lot of the under-Raccoon City stuff from Resident Evil 2. We have street scenes in Raccoon City from Resident Evil 2. So there's a ton of stuff that is straight from the game."

But what may please fans the most is the wealth of explanations revealed in the flick. Says Anderson, "You'll finally have an explanation as to why, in Resident Evil 1, the mansion in the woods is overrun with undead, overrun with creatures. In Resident Evil 2 they never explained where the Licker comes from; we have the explanation. There are lots of story strands that are not explained in the games that are

explained in the movie."

A few fans have also expressed fear that playing to a mainstream audience means taming things down to a PG-13 level. Not so. "I was very clear when I became involved in the project that this was to be an R-rated movie," Anderson enthuses. "Resident Evil has to be really scary. It has to be really gory. You can't do 'Resident Evil Light.' It has to

have decapitations. It has to have blood. It has to have axes in the head. It has to have people cubed. And body parts. It has to have zombie dogs with flesh hanging off. It has to have people with their eyeballs torn out. It has to be Resident Evil."

And, from all indications, it is. "What we're trying to do is give added value," insists Anderson. "To really deliver to gamers the things that they like from the game—the intricacy of it, the horror, the scariness, the blood, the kind of sexiness of the way the characters look. All that's in the movie."

"And also, it's f—ing terrifying."
—Chris Baker

Keep your eyes on our Web site, playstationmagazine.com, for our entire interview with Paul Anderson.



ZOMBIES, SOUND OFF!

"What we tried to do was stick to reality as much as possible," says Paul Anderson regarding the zombies in *Resident Evil*. To do this, he opted for traditional humans in makeup as opposed to all-out computer-generated walking dead, using CG only to enhance the grotesqueness of it all. And to further the realism, he held a veritable "zombie boot camp."

"We had actors and dancers and people who could dislocate limbs," he says. "And they were trained for weeks on how to move, how to sound. Each was given a character. Your character has died in an elevator crash; your leg is broken! So that zombie has to move as though its leg is broken."

"We probably put 1,000 people into zombie boot camp, and only 500 survived it," he continues. "People dropped out because it was really hard work. But the result was, we got zombies that really moved right."



"We've got this great guy who can dislocate his foot," Anderson enthuses. "It's just fantastic in the movie, where you're tracking behind him and you see his foot dislocated and his bone is cracking inside. And it's horrible because it's real—and you can see it's real."



Like the games, the *Resident Evil* movie will be grisly, gruesome and loaded with disturbing imagery.



the troublemaker

He likes it sour, sun in your eye sour,
MONSTER WEDGIE SOUR.
and THEN, all of a sudden,
he goes **SWEET ON YOU.**

We wanted them to be Life Savers.
They don't care what we want.





Back in Black on the PS2

Infogrames is developing a game based on *Men in Black II* for the PS2. Featuring third-person adventure gameplay, it's set to release alongside the movie this summer.

ZOE FLOWER EXTREME ANGST

I'm perched on my snowboard thigh-high in powder, sizing up the daunting tree-dappled cliff in front of me, and I'm seriously considering rallsiding a Douglas Fir. Why? No, I'm not an extreme athlete, nor have I ever successfully jibbed or ollied or buttered anything (except my morning toast). I'm only contemplating it because I did it four times yesterday in *SSX Tricky*, an ongoing addiction I just can't seem to kick. Extreme-sports games have not only changed the way I view video games, but they've changed the way I view the world.

Many an industry expert have labeled extreme-sports video games as "just a fad." (Just how many sequels can Tony Hawk endorse before he's darksiding with his wheelchair? Maybe they're the same "experts" who said a similar thing about video games in general 20 years ago. And what started as a salacious affair between the two underground trends, has blossomed into a critically and financially successful media marriage. Divorce doesn't seem too likely either, with Activision spawning a new 02 Extreme Sports line of titles off its Tony Hawk brand, not to mention EA's Blio-branded over-the-top stylings. Even Atari has partnered with publishing giant Transworld for a series of exploitative extreme offerings.

So what does this mean for us, the gamers? Tony Hawk revolutionized video games with its addictive gameplay and elegant control, and *SSX* helped skyrocket PS2 into stardom. I love how the defiant persona of extreme sports, with its action porn, alternative music and anti-establishment celebrity, syncs perfectly with the subversive society of console-driven entertainment. It's cultural gameplay that truly captivates me and catapults me into the realm of the cool kids, at least for a moment. Unfortunately, the game business, instead of building on such innovations, continues to mimic success with a shockingly bland formula, pimping the latest X-games heroes and punk-rock jingles, then packaging it all up until the shelves explode with competing snow, skate, motocross, BMX and surf titles.

I know, we've seen this trend already with sports games that reinvent themselves yearly, so why am I so upset that this is happening to the extreme? Well, what's uniquely shameful this time is that the name of the sport changes but the gameplay remains the same. It's a crime to lead consumers to think they're investing in a whole other gaming experience, when they are just skateboarding with a surfboard or a BMX bike. Not to mention, we notice when the superstar athlete on the cover changes but we often overlook that the game's design team does too.

Now are we supposed to discern between the innovators and the imitators each time we're contemplating a purchase? With a slew of similar games, the action-sports genre is itself being taken to extremes, and it's this kind of mass production that displaces my fervor with frustration. If the industry forces ahead with such blind ambition, what should be a long-lived love affair may indeed fizzle out as "just a fad." Sound extreme? Indeed it is.

Zoe Flower is a multimedia superstar. If you want to chat with her, look for her on the Official U.S. PlayStation Magazine forum by clicking through from www.uspsmag.com/forums/zoe-flower. Look for the user ID ZOEFLOWER. Also, check out Zoe's own Web site, www.zoeflower.com.



KUTARAGI HINTS AT THE FUTURE

PlayStation creator sheds light on next platform

Anyone who's listened to or read about Ken Kutaragi, father of the PlayStation, knows that he loves to think about the future. While most of us are concerned with the technology at hand, Kutaragi's mind is usually off pondering the path of circuitry and data connections far into the future. Many of his visions for the PlayStation didn't actually come into play until the PS2 hit, and likewise, many of his ideas for the PS2 have yet to materialize. What Kutaragi has to say can often give glimpses into what we can all look forward to down the road. And when he talks, we listen.

What Kutaragi recently said in the pages of Japanese PC magazine *Asahi Pascon* really piqued our interest. He talked about how Sony plans to allow Internet service providers like AOL to rent the PS2 Hard Drive and Network Adapter to subscribers so that they can get online with their PS2s. Kutaragi also spoke about a future function of the PS2's Hard Drive. Similar to the TV-recording device TiVo, Kutaragi proposes that the PS2's Hard Drive

will be able to record programs with a special software called Clip-On, which will be released late this year.

But also interesting are his thoughts on the PS3. Here's what he recently told Japanese business magazine *Weekly Toyo Keizai*: "Sometime in the near future, the bandwidth between networks could be faster than the one inside the silicon chip. This could mean that it

"The medium for the PS3 will be the Internet."

would be faster to connect two consoles from here to the other side of the world than the linkage between mainframe computers. The communication between the human body and servers will be starting in that future. The world is going to be like *Dark Angel*." Sounds pretty crazy, yes, but here's how he sees that tying in with the PS3: "In this future,

there won't be any particular box called the PS3, or no particular format called the PS3. The medium for the PS one was CD-ROMs. The medium for the PS2 is DVDs. The medium for the PS3 will be the Internet. Once you get connected to the Internet, there are no physical boundaries like there are with CDs or DVDs. And it will continue to evolve." He goes on to mention that with the PS3, people will be able to have their own space in a virtual city. "You can live there," he comments. And when will it start? "We're thinking from about the year 2005."

That said, he also mentions that the PS3 will play DVDs and will be backward-compatible with the PS2. But still, the notion that people will all live in this virtual world sounds quite intriguing. Some might say that he's crazy and that he's watching the *Matrix* DVD too many times. We just assume that he's using that fabulous noggin of his to dream up ways to make all of this great stuff happen.

But that's probably what we like most about Kutaragi. He's a dreamer.



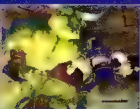
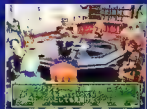
MARCH CALENDAR

1 FRIDAY • We Were Soldiers opens in theaters, as does 40 Days and 40 Nights...which is all about not having sex. 	3 SUNDAY • New season of Six Feet Under starts on HBO on Alexander Graham Bell's 155th birthday. 	5 TUESDAY • A.I. available on video and DVD the same day as <i>Tetris Worlds</i> , <i>WTA Tour Tennis</i> and Britney's <i>Dance Beat</i> . Jake Lloyd is in for a fun 13th birthday. 	6 WEDNESDAY • Season six of <i>South Park</i> starts on Comedy Central. Shaq turns 30 and Michelangelo would be 527. 	8 FRIDAY • The Time Machine and Full Frontal out in theaters today. James Van Der Beek (25) and Freddie Prinze Jr. (26) share a birthday. 	12 TUESDAY • Star Wars Jedi Starfighter, Transworld Surf, Sled Storm, Triple Play 2002 and Hot Shots Golf 3 all out in stores today. 
15 FRIDAY • Awesome-looking CG-animated Ice Age out in theaters. Fabio turns 41. Like you care 	19 TUESDAY • Monsters, Inc., ESPN Winter X Games SnowCross and Hidden Invasion (on cover star Virtua Fighter 4, Bruce Willis is 47, and Wyatt Earp would be 154. 	22 FRIDAY • E.T. 20th anniv. in theaters: Wayne's World. Mayspoon will go see for her 26th birthday with William Shatner 	24 SUNDAY • 74th annual Academy Awards. Mase is 32, Steve McQueen would have been 72, and Harry Houdini would have been 128 	26 TUESDAY • Blood Omen 2, Worms Blast, Smash Court Tennis, ESPN MLS ExtraTime 2002 and Monster Jam. Steven Tyler hits 54 and Leonard Nimoy is 71. 	29 FRIDAY • Death to Smoochy hits theaters on Elle Macpherson (28), Lucy Lawless (34) and Jennifer Capriotti (26) birthdays. 

All dates are correct as of press time. Any inaccuracies have nothing to do with us, although we're pretty certain the birthdays are correct. Stop reading this now and go back to the big words, OK?

Grandia Xtreme Coming This Fall

Just recently released in Japan, Grandia Xtreme is now officially headed for the U.S. Enix will bring the game out here this October, which is great news for fans of the series. Like Final Fantasy X and Xenosaga, Grandia Xtreme will use celebrity voice talent for its characters. Stay tuned for lots more on this game in future issues!



Dragon Warrior Developer Calls It Quits

In other Enix news, Dragon Warrior VII developer Heartbeat has stopped developing games. Which is bad news for Dragon Warrior fans, because Heartbeat was also the team that was handling the Dragon Warrior IV remake for the PS-one, so that game is no longer coming to the U.S. This also raises the question of which developer will handle Dragon Warrior VIII, which Enix claims will see a release in the spring of 2004 in Japan.

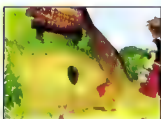
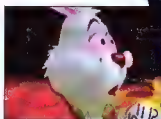
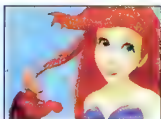
Chrono and SaGa Sequels Revealed?

Although we've mentioned that Square is working on a new Chrono Trigger/Chrono Cross sequel in past issues of OPM, now it's basically official. Square recently registered a trademark on the name "Chrono Break," leading us to believe that this is the name for the upcoming PS2 installment. Square also trademarked the name "Unlimited SaGa," which means that a new game in the SaGa Frontier/Romancing SaGa series seems to be coming too.

NEW CHARACTERS SPOTTED IN KINGDOM HEARTS

Cameos abound in the forthcoming Disney/Square RPG

First it was Disney's Goofy, Donald and Dumbo. Then it was Wakka and Tidus from Final Fantasy X. It seems as if every couple of months we're treated to new additions to the Kingdom Hearts roster. Just recently we learned of a few more characters in the game. From the Square side of things, we have Cloud from Final Fantasy VII along with a friendly Moogles. And from Disney we've now spotted Tarzan, Hercules, Alice, Winnie the Pooh, Tigger and Piglet, along with Ariel and others from The Little Mermaid. The amount of characters that Square is cramming in is simply astounding. Just who else will pop up next in the game? Time will tell...



GAME DEVELOPERS*



(*WITH MOUSTACHES)

To get a really good job in the game industry, you need to go to college first. That's what 300's Kudo Tsunoda will tell you. But not because of the classes—no, instead, because of the time it allows you to just play games. Kudo admits that the days and nights he played games in school were much better experience for his current job than any class ever was.

Which is why post-college, when he ran into a CFO for a game company at the bar he used to tend at, he proved right away that he had what it took to work with games.

Eight years later Kudo is now working at 300, and is part of an internal-development group called Team Fusion. Here he has spent much time producing some of 300's best titles, such as the Army Men Air Attack series, and is now focusing on the next Jonny Moseley Skating game for the PS2.

So it seems that all of Kudo's game playing in school gave him much success in the end. But we're fairly certain his moustache played a good part in it, too.



Kudo Tsunoda

Games he's worked on:
Army Men Air Attack 1 & 2, WarJet, Uprising X, Jonny Moseley Mad Trix
Moustache Rating: 4.5

FFX INTERNATIONAL HITS JAPAN

SQUARE RELEASES U.S. VERSION WITH NEW FEATURES

Similar to what Square did with Final Fantasy VII a few years back, the company recently released the American version of Final Fantasy X (complete with the English voices) in Japan and dubbed it Final Fantasy X International. However, this new version also includes a bunch of extras that are sure to spark tons of jealousy from gamers over here. What kinds of stuff are we talking about? Well, new bosses for one, along with a revamped sphere grid. And then there's the new scenario, too.

Found on the second disc (which also includes a few interviews and previews of Square's other upcoming games) is a new epilogue scene called Eternal

Peacetime. A rather long cinema (warning: spoilers ahead), it tells of how Yuna's fame has made her a powerful figure in Spira and how many men have attempted to win her hand in marriage. It also shows Wakka as the father of Lulu's unborn child. Rikku appears with a gift from Kimahri, which turns out to be a sphere, amazingly enough, recorded by Tidus. The entire team then reassembles and embarks on a mission to find out the truth behind the sphere. What's especially interesting about this movie is that it hints at a possible direct sequel to Final Fantasy X. It would be unprecedented for sure, but fans certainly wouldn't complain.

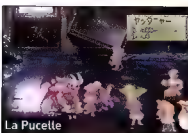


First Look at New Japanese PS2 RPGs

LA PUCELLE

This recently released RPG in Japan comes from Nippon Ichi Software and sets you in the role

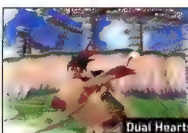
of a heroine named Purie. The greatest part about the game is the visuals, which are a mix of 2D and 3D graphics.



.HACK

Here's an interesting game from Bandai. It's based around the story of a massively multiplayer online RPG, yet it's neither mas-

sively multiplayer nor online. Odd, yes, but it comes from CyberConnect2 (Tail Concerto), so it could be good. This is part one of four planned installments.



DUAL HEARTS

Sony's new action-RPG places you in the role of a relic hunter who tackles missions in both a real and a dream world. With lots of platform jumping and puzzle solving, Dual Hearts is similar in style to Nintendo's Zelda series.

Shrapnel impact at 600+mph.
Mon Calamari.

Swapping paint with Skywalker,
Tatooine.



Turbo-boost slice between canyon wall and Oud Bolt,
Sullust.

PlayStation 2

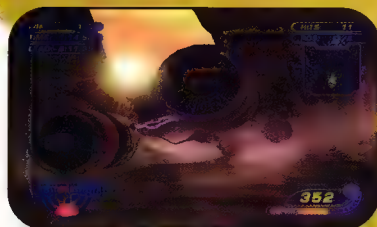
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THE ANATOMY OF SPEED.

IT'S A FIGHT TO THE FINISH AT
600MPH. GO HEAD-TO-HEAD AGAINST
18 OF THE GALAXY'S MOST AGGRESSIVE
PODRACERS. WITH 14 HARROWING TRACKS
ON 5 WORLDS, FACE TERRIFYING
CHALLENGES AT EVERY TURN.
GOT THE GUTS TO GO FOR IT?



Tusken Raider target practice,
Badlands.



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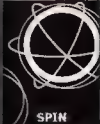


rainbow
STUDIOS



Mild Violence





THE PLAYMAKER

EA Sports owned the Sega Genesis and the PS one.

But the PS2 is a different story because of Sega Sports.
OPM talks to Visual Concepts' Greg Thomas,
who's more than ready for the toe-to-toe with EA.

Every sports fan dreams of making the winning play in a big game. Maybe it's a three-pointer at the buzzer, or maybe it's an impossible 85-yard touchdown sprint while time expires. Then again, there's that whole you're-not-a-professional-athlete thing which gets in the way. That's where Visual Concepts comes in. The makers of the NBA and NFL 2K series have launched an assault on the PS2 sports experience, and they're turning lots of heads. After all, it's about time someone threw stones at EA Sports' glass house.

There's one man we can laud for the sports upheaval: Greg Thomas, president of Visual Concepts and vice president of Sega Product Development. Thomas, 34, is VC's offensive coordinator, the oil that greases the wheel, the straw that stirs the drink, the man with the plan. This 13-year video-game vet brought console sports online with the Dreamcast. He has titles like NFL 2K2 and NBA 2K2 under his development belt. And he's been instrumental in smacking EA Sports in the proverbial chops. We pulled him off the playing field in San Francisco for a rare sideline interview. For once Thomas let his mouth, instead of his games, do the talking. Here's what he had to say:

SEGA VS. EA

Sega Sports as gospel.

Sega Sports is incredibly important to sports fans. We're striving to create consistent quality titles across all sports. They all have a similar look and feel, so our consumers will be comfortable going from one Sega Sports game to the next. Sega Sports games are also incredibly realistic, giving gamers a true-to-life experience unparalleled by any other sports-game developers. We take the Sega Sports lineup very seriously, developing authentic games and incorporating every detail you'd find in the actual sport.

Tackling Madden

I'm impressed with this year's Madden. Sure, they always put out good games, because they have a formula for success. But this formula might not be as effective, given Sega Sports' entry into the multi-platform arena. Now they have us breathing down their necks. With Sega Sports titles we implement more than minor tweaks to ensure that each game is significantly better than its predecessor. Can EA Sports make this claim?

Going for the "Big" play

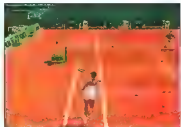
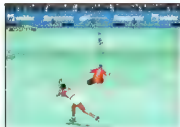
Eventually we'd like to push our business beyond simulation sports—but we've got to take things one step at a time. We're working on a game called Sega Soccer Slam. It's a unique, over-the-top three-on-three soccer game set in a fantasy world. The game is full of high-impact tackles, deadly killer kicks, spotlight maneuvers, and power-up skills. It's definitely something that's never been done before.

Photography by Michael Sexton



All bases covered

NFL and NBA 2K2 are blowing off shelves, so what's next? Tennis 2K2 hits in spring. And next year, expect Sega to release a title for every major sport on PS2.



The EA Sports rivalry

Sega's more than ready for a rivalry. Think about how well we did with games that were released on the Dreamcast only. Now multiply that times 100.

Figuring for the top spot

It's been a good year for Sega Sports. Our goal was to get out there on all platforms and to show EA they're not the only company who can dominate in the sports video-game market. With some very tight development cycles we were able to publish some great games that will only get better. Next year we'll be releasing games in the same time frame as EA. It'll be interesting to see how much progress we'll have made by this time next year. Watch out!

SIGNING WITH PS2

Chris Thomas, Sega Sports

The most important thing to me is that consumers enjoy our games. We listen to their comments and suggestions on how to improve our games every year.

And in some cases, we have actually hired some of these critics to help us make our games better. I take a very personal interest in what every consumer says. This has always been an important differentiator for Sega Sports games. We listen to the consumer.

Staying hungry

I think we've had some successes, but we continue to raise the bar for ourselves in the quality of titles we are developing, the number of titles we are developing, and the number of platforms we're developing for. So, really, even if we have some success, we're so ambitious that we don't let ourselves get lazy. We're always finding new challenges. We never rest on our laurels.

Learning on the PS2

We received our first PS2 development kit on May 1, 2001, and we completed NFL

Sports after 9/11

Sports have become a good distraction for Americans following the terrorist attacks. The leagues made a good decision to halt games immediately following the tragedy, but when it was time to get back into it, everyone really embraced sports. Look at how many people tuned in to the World Series and rooted for the Yankees. Sporting and entertainment events really bring people together and allow them to show their patriotism and strength. I think sports have been a great escape for me since all this has happened.

What sports mean to America

I think sporting events and team fanaticism give people a sense of community and pride. You see it during Olympic years and in big events such as the World Cup, the Super Bowl and March Madness. You can even see it during

ers do a great job of bringing you the action as well as the stats and really involving the audience.

THOMAS 2K2

Being the hero

I played basketball in high school, but other than that I was a "video athlete" more than anything. But there was this one basketball game I'll never forget. I hit the winning shot at the buzzer. I was so pumped up after that, I don't think I was able to relax for days. It was about an 18-foot jumper—to this day, all I can say is, "Sweet."

Speaking in clichés

Well, having grown up playing sports and "giving it my all on the court" as it "goes down to the wire," and given the fact that I work in a sports world where "it's do-or-die," it's pretty easy for me to use the

"If the implication is that embracing fine arts is a more intellectual pastime, then whoever made that assumption never looked at a coach's playbook."



2K2 in late September—that's an incredibly fast turnaround on a system that most developers have determined is the most difficult one to develop for. That's a big accomplishment, and the games look awesome. It's a great machine with some incredible capabilities.

SPORTS AS AMERICA

Sports vs. art

I think sports and the fine arts are on different levels, since the entertainment value is derived in different ways. Watching drama unfold on the stage compared with on the field are two totally different experiences, even if they can both be equally rewarding. However, if the implication is that embracing fine arts is a more intellectual pastime, then whoever made that assumption never looked at a coach's playbook. I think it's good to have hobbies and passions. Mine happens to be sports.

Little League games or at AYSO soccer matches. There's no question that Americans love competition, regardless if they're in the stands, on the field or playing a video game.

The thrill of the game

There are so many things people enjoy about sports. You have the rivalry and raw competition, the skill and talent of the athletes, and the pure action that each sport delivers. Everybody has a favorite team and a favorite player. And it's so exciting to watch teams compete and see the talent of athletes across all sports. ESPN and the

lingo. I can talk in video-game clichés as well as anyone.

Favorite teams

The Miami Dolphins are my favorite football team and the Los Angeles Lakers are my favorite basketball team. As far as being biased, of course I'd love to be able to give the Dolphins a real quarterback—but that's just not going to happen. The truth is, we take the realism of our games very seriously and have many experts look at the finer details to make sure all team stats and player ratings are accurate.

Sega covers athletes

Our athletes help make our brand stronger than ever. We have done a very good job in getting the perfect athletes for us—we look for athletes who define their sport, just as we are trying to do with sports video games.

Dunkadelic

You think the 2K2 series made an impact on the PS2? We hate to sound like Cubs fans, but wait until next year.

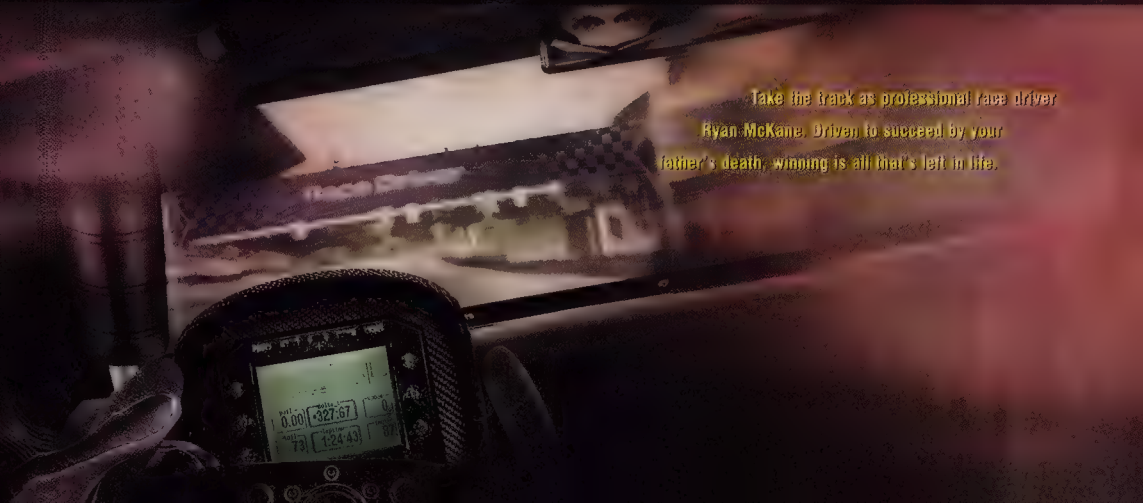


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With Sega Sports, Visual Concepts and Greg Thomas at the helm, commonplace sports-gaming experiences are in serious jeopardy.





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PlayStation 2

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GENIUS AT PLAY

*Screen shots taken from PlayStation®2 computer entertainment system game play.

*Number of cars on course simultaneously varies by platform. © 2002 The Codemasters Software Company Limited ("Codemasters"). All rights reserved. "Codemasters" is a registered trademark owned by Codemasters. "Pro Race Driver" and "GENIUS AT PLAY" are trademarks of Codemasters, developed by Codemasters. Published by Codemasters. All other copyrights or trademarks are the property of their respective owners and are used under license. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the US and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.



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PlayStation 2



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All without making yourself waiting to hit behind plaid pant wearing, slow moving rich guys named something-something the third ever again. A place where caddies talk trash on the greens and no tee times are ever required. Hot Shots Golf 3. Golf for the people.



WHAT EVER
HAPPENED TO...

T-RATED GTA3

Maybe it's because it would be a logistical nightmare. Or maybe it's because *Grand Theft Auto III* is one of the year's runaway hits (it's sold over 2 million copies). Or maybe it's because they'd rather work on a sequel. But one thing is for sure—there will be no teen-rated version of *GTA3*.

In our May 2001 issue we hinted, at the possibility because, at that time, *GTA3* developer DMA was considering the possibility. But Rockstar now says it's a definite no-go. If you've played the game, then you know what kind of an undertaking it would be to take out the profanity, tone down the violence, and sedate the adult themes. Fat chance. Besides, if those things were done, *GTA3* wouldn't be nearly as enticing or seductive.



Consider this teen-rated scenario: On your way to Joe's garage you politely ask an elderly woman to give up control of her car so that you can go "take care of some things." She declines and all you can do is say, "Pleeease!" Then you find a bicycle hidden in an alley. Pedal over to Joe's where he tells you that Lips Forelli needs to be "dealt with." You go find Lips and ask him to stop causing problems in the neighborhood. After a few minutes of consideration, he agrees. He also realizes he needs some help and asks if he can borrow your sweet Huff.

Sure, we're overstating, but how in the world can you make this a teen-rated game? You can't! So for those 16-and-unders who can't get their hands on *GTA3*, keep on imagining the fun everyone else is having. Because you'll have to wait.

Want to get the scoop on a game that's fallen off the radar? Then just send an e-mail to spin@ziffdavis.com with the subject "What Ever Happened to..." and we'll look into it for you.

TO THE MATT

Big star gets the Big treatment

Matthew Lillard—of *Scream*, *She's All That*, *Hackers* and the upcoming *Scooby-Doo*—is undertaking a new role. He's portraying the voice of the gruff T.J. Rallins in *Sled Storm*, due in March from EA Sports Big. We recently sat down with Lillard to find out more.

How did you get this job? Did you have to audition, or did they ask you to do it?

They kind of found me. They had created a character who was a "whoa, dude" kind of guy, so they were looking for someone who was funny with a lot of energy to do his voice. And since EA is doing this thing where they're using actors in their game, they got in touch with my manager and not only offered me whatever amount of money—it wasn't that much—but also

"games for life." And let me tell you, bro, I'm in it for the "games for life." I'm a huge game player. In fact, I've played EA games my whole life. Madden is my favorite title, I've played NBA Live like crazy, and I just started to get into NBA Street and SSX Tricky.

Did it matter what kind of character they wanted you to play?

Well, I knew it would be something fun, and they were interested in me



bringing stuff, making jokes, so I was game.

Who's going to be the most impressed that you're the voice of a video-game character? Freddie Prinze Jr. Nobody else is going to give two sh-ts that I've done it. I'm sure he's already called up EA, trying to get himself a gig. When I told him I was getting games for life, that was the first time Freddie's ever been jealous of me.

The two of you just finished shooting *Scooby-Doo*. Did you play a lot of games together? Oh yeah. We played Madden all the time.

So who's better at Madden? Freddie. He has an extra gene in his body or something, because he's a sick game player. I know people who play more, but I've never met anyone better at them. He's a freak of nature.

Now that you've done a video game, would you do it again? I'd want to, but I did it for the free games, and since I now get all of EA's games for free, I don't know what I would be doing it for. Now if it was another company, oh yeah. If I could get games for life from every company there is, I can't think of anything better.

—Paul Semel



DREAM CAST

If any recent game deserves to be made into a film, *Max Payne* does. With its dark, brooding atmosphere and intense, film-quality action—not to mention its intentional, ongoing tribute to John Woo and Chow Yun-Fat—the game would be an action-flick director's dream. So we decided to help things along by casting eight of the main characters.

Got any ideas for a Dream Cast of your own for another game? Send us your ideas at opm@ziffdavis.com with the subject DREAM CAST.



Max Payne: Mickey Rourke
Sure, Rourke may be getting up in years, but he's got the street-savvy style—and the gritty voice—to portray this good cop gone bad.



Jack Lupino: "Stone Cold" Steve Austin
Lupino: Insane, raving, drug-addicted occultist mobster. Austin: Insane, raving, pro wrestler. "Nuff said.



Nicole Horne: Maggie Smith
Harry Potter's stern Professor McGonagall wouldn't have to make much of a stretch to portray evil mystery woman Nicole Horne.



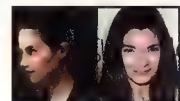
Angelo "Don" Puncinello: Joe Viterelli
Viterelli has portrayed a host of wiseguys throughout his career. One more would do just fine.



Vinnie Gognitti: Gary Oldman



Vladimir: Karel Roden



Mona Sax: Laura San Giacomo



Alfred Woden: Max Wright



Tournoi De Paris

CLAY



Wimbledon

GRASS

PLUSH

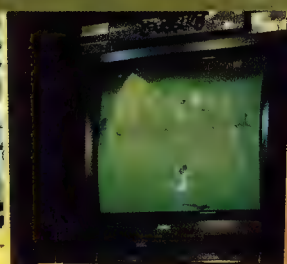
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SMASH COURT TENNIS PRO TOURNAMENT

Andre Agassi
Pete Sampras
Yevgeny Kafelnikov
Patrick Rafter
Martina Hingis
Lindsay Davenport
Monica Seles
Anna Kournikova

Okay, let's face it. You're never going to feel the grass of Wimbledon under your feet. But you can do the next best thing by firing up Smashcourt Tennis and feeling the shag of your living room carpet. Same pros. Same big-time tournaments. But watch out for rug burn.



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Frontline for the PlayStation 2
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After taking part in the largest aerial
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authentic WWII weapons to bring
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SPIN

ROLE CALL



RPG's GUIDE TO EVERY RPG ON THE PS ONE

According to our calculations, if you were to devote two hours of your life every single day to playing PS one RPGs, it'd take you four years, three months, two weeks and five days to actually finish them all. Of course, that's only if you play all 76 of them—something we don't recommend. So to help you navigate through this massive library of RPGs, we've put together a quick but comprehensive look at every PS one RPG out there. Even if you've already graduated to a PS2, you'll surely want to pick up some of the better RPGs that you missed the first time around.

by Gary Steinman

15 MUST-PLAY RPGs

► CHRONO CROSS

Maybe the greatest PS one RPG, Chrono Cross is pure magic—a near-perfect game for Chrono Trigger fans and newbies alike. Everything is just right: The story grabs hold and never lets go, the battle system is deep and rewarding, the graphics are stunning, and the music is masterful. ●●●●●



Dragon Warrior VII

► DRAGON WARRIOR VII

If you're an RPG purist, you already know what this game is about. If not, play it for a clinic on how RPGs used to be made. DWVII offers up a quest in the classic mold, short on pyrotechnics and melodrama but long on gameplay and traditional storytelling. ●●●●●

► FINAL FANTASY VII

The game that brought RPGs to the masses and kickstarted a revolution in the genre, FFVII remains the favorite PS one Final Fantasy among OPM readers thanks to its cinematic story and brilliant gameplay. Worth playing again just to relive the magic. ●●●●●

► FINAL FANTASY VIII

Marking yet another evolutionary leap forward, FFVIII's stunning graphics and bittersweet love story charmed millions of gamers. But others sniffed at the awkward magic/stats system and recoiled from the melodrama overload. ●●●●●

► FINAL FANTASY IX

OPM's favorite Final Fantasy, FFX returned to the series' fantasy roots, offering up an unforgettable cast of characters along with a much-needed dose of humor. The well-balanced gameplay made it the perfect way to end the millennium in style. ●●●●●

► FINAL FANTASY TACTICS

Sporting an overly steep learning curve, Tactics is also a richly rewarding experience. The massively deep Jobs system lets you customize your characters in near-infinite ways. With a solid 100 hours of tactical battles, FFT will keep you enthralled, despite its messy translation and horrible ending. ●●●●●

► FRONT MISSION 3

One of the few strategy RPGs that measures up to FF Tactics, FM3 steers clear

of fantasy in favor of a futuristic mech-based game. This one has a gentle learning curve, though, easing you into the complex tactical battles and deep customization options. ●●●●●

► GRANDIA

The Saturn's answer to Final Fantasy—until it was ported over to the PS one! Grandia fans still debate the merits of their favorite battle system, saying it easily tops Final Fantasy's. It's so good that you might actually seek out random combat in this game. ●●●●●

► THE LEGEND OF DRAGON

In many ways, a Final Fantasy clone—but with a big difference. The combat system is built around timed button presses that require your full attention and just a bit more skill than the typical turn-based fare. ●●●●●

recruit a whopping 108 characters to join your revolution! (NOT RATED.)



Vagrant Story

► VAGRANT STORY

A majestic presentation and stirring storyline make this one a feast for the senses. The chain-based combat system gets mixed reviews, though: Some love it, but others found it monotonous and frustrating. ●●●●●

► VALKYRIE PROFILE

Valkyrie Profile's combo-based battle system and constantly changing cast of



Valkyrie Profile

► LUNAR: SILVER STAR STORY COMPLETE

The Sega CD classic hits the PS one, and it's even better the second time around. The battle system is a strategic delight, the dialogue is sharp and witty, and the game is loaded with extras. Sure, the graphics are crusty, but who cares when a game is this good? ●●●●●

► STAR OCEAN: THE SECOND STORY

Take everything you've wanted in an RPG, throw in the kitchen sink (and dishwasher tool), and you've got Star Ocean. With tons to customize, as well as a branching story and real-time battles, this game is immense. ●●●●●

► SUIKODEN

One of the first PS one RPGs, and still one of the best. The game is pure fun, thanks to its zippy battles and diverse miniquests. The best part: Find and

warriors prove that RPG combat can be innovative and fun. Lush 2D graphics and sweeping music round out this overlooked gem. ●●●●●

► XENOGears

With a story that tackles all kinds of weighty issues (like, say, God and religion), Xenogears gave players lots to think about. But it isn't just a head game: The battle system, with its hand-to-hand combat and giant mech fights, is an absolute blast. ●●●●●



Star Ocean

WHAT KIND OF RPGAMER ARE YOU?

Take our quick quiz to find out what kind of role-player you are. Just answer the following questions, then turn to the next page to see where you rank among the RPG devotees.

1. How many of the 78 PS one RPGs have you played?

- a. Just a few
- b. Maybe half
- c. Almost all of them!

2. When you pick up a new RPG, you...

- a. Immediately start playing
- b. Read the manual first
- c. Use a strategy guide or online walkthrough while you play

3. Which of the following do you own? (Circle as many as apply.)

- a. RPG action figures
- b. RPG soundtracks
- c. RPG underwear

4. Which long-running RPG franchise do you prefer?

- a. Dragon Warrior
- b. Final Fantasy
- c. I haven't played enough of both, so I can't really decide

5. Have you ever dressed up as an RPG character? (Yes or No)

6. Final Fantasy VII was ...

- a. A revolutionary step forward for the genre
- b. The first RPG I ever played
- c. The death knell for traditional RPGs, no thanks to its overly cinematic, mainstream approach. I mean, these were *our* games, dammit! How dare they dumb them down for the ignorant masses. I hate everyone!

7. If you had to buy one (and only one) other next-gen console today, which would you purchase?

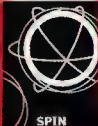
- a. Gamecube
- b. Xbox
- c. Dreamcast

8. When an RPG lets you change the names of your characters, you...

- a. Always rename every character who joins your party
- b. Never rename any character
- c. Only rename the main character and never rename his love interest, because if she dies, you'd be sad that she has the name of a girl you like

9. Identify the following four people:

- a. Yasunori Mitsuda
- b. Victor Ireland
- c. Hironobu Sakaguchi
- d. Yuji Horii



BREEDING RPGs

► DIGIMON WORLD 2

A rather dull RPG, but Digimon fans might get a kick out of the limited monster-breeding aspects. Key word: "might." ●●

► DRAGONSEEDS

Repulsive graphics, pathetically simple gameplay (it's basically the same two minigames over and over) and shallow combat relegated this game to the bargain bin the day it came out. ●●

► JADE COCOON

On its surface this is a traditional RPG, with a rich story, gorgeous graphics and plenty of random battles. But the real meat of Jade Cocoon lies in raising your captured monsters and then merging them to form stronger pets. Fans of Pokémon-style games will love this, but less-patient gamers are likely to get bored with the constant battles and repetitive dungeons. ●●●●

► MONSTER SEED

Horrible dialogue, uninspired monsters, mediocre music and too much trial-and-error gameplay make Monster Seed a game for hardcore breeding fans only. (Not Rated)

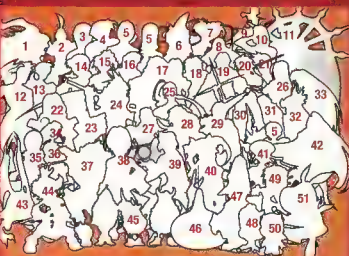
► MONSTER RANCHER

Breed monsters using your CD collection, including everything from music albums to computer discs to other PlayStation games. Spend years training and battling your virtual pet, in hopes of reaching the highest level. It's highly addictive (if a bit repetitive), with near-unlimited gameplay. Heck, you'll have a blast just uncovering all the special monsters coded into specific discs! And, believe us, you're likely to develop a soft spot for your critters—to the point where you'll even shed a tear when they move on to the Great Monster Ranch in the Sky. (Not Rated)

► MONSTER RANCHER 2

Merely more of the same? Maybe—but Monster Rancher 2 improves on its predecessor with a better battle system, a new side-story element and even more monsters. If you're gonna buy only one of these games today, stick with the sequel. ●●●●

SO, YOU THINK YOU'RE HARDCORE...



Well, can you name all of the characters in our RPG role call? If so, send your list to us at our usual addresses, and we might send you a little something in return. That is, if you get them all correct!

SOMETHING DIFFERENT

More than just a farming game, Harvest Moon is like a whole-life simulator. Sure, you spend the bulk of your time tilling the soil, rotating crops, and tending to your livestock, but the real fun comes in wooing the ladies and interacting with all the townsfolk. A unique and rewarding game for anyone patient enough to commit to this sometimes repetitive and slow-paced but wholly open-ended game. ●●●●

Just what you've always wanted: a musical (as in Julie Andrews, *Sound of Music*—not PaRappa, mind you) RPG. Starring a girl who has to save the prince, Rhapsody is full of endearingly cheesy songs that'll surely get you grinning. The writing is absolutely inspired as well, with a delightfully bitchy tone that mature players will enjoy. It's not much of game, though, and it's tough to find in stores. ●●●

OK, so this isn't really an RPG. It's also not much of, well, anything else. But the thing is, Gary bought this game way back in the day (pre-OPM, of course) because all the ads claimed it was an RPG. Instead, he got a game starring a tribe of cavemen that wanders aimlessly in search of God-knows-what. Cavemen who literally fall asleep, leaving you staring agape at the TV screen, wondering what the hell is going on. Gary's shrink recently revealed that this game is the root of all his current social dysfunction. (Not Rated)

The battle system is too simple. The story is predictable. The interface is clunky. So what sets this apart from the mass of mediocre RPGs? The dating-sim aspects, for starters. In fact, your abilities will grow and develop depending on how well you do with the ladies. Best played with Asci's now-discontinued one-handed controller. ●●●●

5 GREATEST RPG MOMENTS

1 THE DEATH OF AERIS

When Final Fantasy VII killed off one of the main characters midway through the game, it made a cliché for RPG guys everywhere to boast about shedding a tear over a game. Even today, people are still searching for a legitimate way to revive Aeris Inc. (The GamesHark code doesn't count.)

2 CHRONO CRISSCROSS

You saw it coming from the beginning of Chrono Cross, but nothing could prepare you for what was really about to happen. Serge, the main character, swaps bodies with villain Lynx just before Kid kills him with a single stab. Talk about a buzzkill. Now not only are you the bad guy, but you're dead at the hands of one of your best friends.

3 RAGE OF THE BLACK MAGE

He's cute. He's cuddly. He's tons of fun. But Final Fantasy IX's Vivi is also one of the greatest existential heroes to appear in an RPG, engaged in a difficult, troubling search for meaning in his absurd, cruel world. One scene in particular stands out: After seeing so many of his brethren meaninglessly slaughtered, Vivi unleashes his awesome powers in a stunning aerial sequence.

4 COME SAIL AWAY

In an incredibly touching and memorable scene, Luna, of Lunar: Silver Star Story Complete fame,



jumps on a boat and sails back with you to Meribia. Beyond the drama, this moment also came as quite a shock to anyone who played the Sega CD version of Lunar. You see, originally you sailed away, leaving Luna behind. This time around, she joins you, and you actually end up getting a little more insight into her character. Plus, it's a much happier ending.

5 JOIN THE REVOLUTION

Even though nothing particularly special happens when you find and recruit all 108 characters in Suikoden, nothing beats that immense feeling of satisfaction at actually accomplishing this monumental task.

RPG MAKER

More than most gamers, RPG fans have this driving desire to make their own games. That's where RPG Maker comes in. If the name doesn't explain it, then we will: You can literally build your own RPGs, then save them to a memory card and play through them at your leisure. It's a bit overwhelming at first and requires a real time investment, but it's well worth the effort. ●●●●●



RETRO REDUX

FINAL FANTASY ANTHOLOGY

Two Final Fantasies for the price of one? You can't beat that—especially when one is FFVI, often cited by longtime fans as the best of the series. You also get FFV (released for the first time in the U.S.), which, while short on story, is long on gameplay thanks to the revolutionary "Job" system. ●●●●●

FINAL FANTASY CHRONICLES

More than just a Final Fantasy collection, Chronicles includes Chrono Trigger along with an improved FFIV. Both are classics that stand the test of time. Just be warned: Trigger suffers from some insufferable load times. ●●●●

LUNAR 2: ETERNAL BLUE COMPLETE

As good as the first Lunar remake, but we still like Silver Star Story better. This one is tougher, though, so if you're looking for a real challenge, be sure to check it out. ●●●●●

OGRE BATTLE LIMITED ED.

An odd strategy game that has a rabid cult following. We don't like it because we never felt in control of the action. There's too much happening at once, none of it fun. (Not Rated)

TACTICS OGRE

Developed by the same team responsible for the brilliant Final Fantasy

Tactics, Tactics Ogre lets you take control of even more characters during battles and has eight different endings. A worthy choice if you can see past the 16-bit graphics. ●●●●●



WHAT KIND OF RPGAMER ARE YOU?

Tally up your point total using the following guides:

1. a = 1; b = 2; c = 3
2. a = 2; b = 3; c = 1
3. Give yourself 1 point for each answer you circled
4. a = 2; b = 1; c = 0
5. Give yourself 3 points if you answered "Yes"
6. a = 2; b = 1; c = 3
7. a = 1; b = 0; c = 2
8. a = 1; b = 2; c = 3
9. a = composer for Xenogears and Chrono Cross, among others; b = president of Working Designs; c = creator and producer of Final Fantasy; d = producer of Dragon Warrior series. Give yourself one point for every person you were able to identify.

RPGupple (4-9)

Your first, and maybe your only, RPG was Final Fantasy VII—and you still don't get what all the fuss was about. In fact, even this quiz has you scratching your head. Dress up as a game character? Buy a soundtrack? Lame! Quick—fire up some Madden to get the foul taste of geekiness out of your mouth!

RPGneralist (10-15)

RPGs are part of your well-rounded gaming diet, but by no means the only genre you enjoy. In fact, you never seem to get around to finishing most of the RPGs you play. Sure, they're good fun and all that, but c'mon—you also like to get some fresh air now and then, or even (gasp) go out on a nice date! With a real-life girl, no less!

RPGuru (16-21)

You know and love your RPGs—they're your favorite genre. In fact, you're nearly obsessive about them, finishing each one before moving on to the next. You've been playing them since back in the day, so you still get misty-eyed every time you see a superdeformed, sprite-based character. But you're not such a nostalgia buff that you won't enjoy the latest RPGs to hit the market.

RPGlutton (22-26)

Life without RPGs is no life at all. Why? Because you live your entire life on screen, only breaking away for a brief repast of Cheez Whiz and Kool Aid. Late at night, you jump onto obscure message boards to complain about everything that's wrong with an RPG you just played for 362.7 hours straight. You have deep, meaningful conversations with your collection of imported action figures. Sunlight is painful to you. Basically, you're way too hardcore for us, dude!

STRATEGY RPGs

ARC THE LAD COLLECTION

Working Designs put together an amazingly massive collection, including three main games, a side game, a documentary disc and other goodies. All the games are a bit on the simple



Arc the Lad

side, but they're good fun with some witty dialogue shepherded in. A great value. ●●●●

BRIGANDINE

Although it's got the requisite depth of a good strategy RPG, Brigandine's slow pacing and dated graphics hold this back from greatness. Still, a solid title for fans of the genre. ●●●●

HOSHIGAMI: RUINING BLUE EARTH

With a graphics style that brings to mind Final Fantasy Tactics, this game came with high expectations. But the gameplay is so cheap, unbalanced and just plain old unfun that it should be avoided at all costs. ●●●●

KARTIA

Deceptively simple battles, characters designed by the venerated Yoshitaka Amano, and a two-player head-to-head mode make this a solid choice for

dabblers into this sometimes-too-complex genre. ●●●●●

MASTER OF MONSTERS

Weak enemy A.I. robs this game of any challenge. Throw in last-gen graphics and a clunky interface, and you've got a recipe for boredom. The only saving grace: a decent multiplayer mode for up to four players. (Not Rated)

SAIYUKI: JOURNEY WEST

One of the better strategy games of the past year, Saiyuki skews a bit younger than FF Tactics, but it comes darn close to replicating those classic strategic battles. ●●●●●

VANDAL HEARTS

This still stands as an OPM favorite thanks to its fine balance of strategic

depth and straightforward gameplay. Despite its severely dated graphics, Vandal Hearts is a perfect introduction to this complex genre. (Not Rated)

VANDAL HEARTS II

Rather than just offering more of the same pick-up-and-play strategizing of its predecessor, VHII added a new simultaneous-movement feature. The result? It's more challenging, but also a lot more frustrating. We still prefer the first one, ugly graphics and all. ●●●●●

VANGUARD BANDITS

What's this? A mech-based strategy game brought to us by Working Designs? That's gotta rule! Well, not quite. See, they forgot to add a key element: strategy. Instead, we're left with boring, drawn-out battles where patience is all you need to win. ●●●●

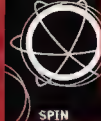
Doll Miles

HP
18



Kartia

Common Miles



SPIN

ACTION RPGs

► ALUNDRA

A sprawling Zelda-like adventure (the 16-bit Zelda, that is), all in 2D, with Working Designs' unique brand of humor and writing wedged in—yep, it's easy to see why this is a fanboy favorite. ●●●●●

► ALUNDRA 2

So it's Alundra 2. But there's no Alundra. And none of that 2D classic goodness of the first Alundra. In fact, this game has almost nothing in common with its predecessor, save the name. ●●●

► BLOOD OMEN: LEGACY OF KAIN

Unlike the adventure stylings of the later Kain titles, Blood Omen is a straight-up 2D action RPG. And it was a brilliant game—you can handle constant, mind-numbing load times. (Not Rated)

► BRAVE FENCER MUSASHI

Square's lighthearted game challenges the thumb as well as the mind with a nice array of platform-style elements, arcadey combat and clever puzzles. ●●●●●

► CHOCOBO'S DUNGEON 2

An old-school dungeon crawl starring a cast of cutesy critters of Final Fantasy fame. The randomly generated dungeons are solid enough, but this is best for younger gamers. ●●●

► DARKSTONE

A not-so-pretty \$10 Diablo clone that really surprised us. It's a great value, thanks to its depth and replayability. ●●●●

► DIABLO

This hack-n-slasher manages to stay true

to the PC classic. Even better, the PlayStation version also includes a Gauntlet-style two-player mode. ●●●●

► DRAGON VALOR

A derivative arcade action game with barely enough fixings to give it a push into the RPG category. A quick and forgettable diversion. ●●●

► PARASITE EVE II

More Resident Evil than "cinematic RPG." Parasite Eve II straddles the survival-horror genre, just barely maintaining its status as an action RPG. A short game, but one of the best of its kind. ●●●●●

► MONKEY HERO

Monkeys are supposed to be a gas—but not in this case. This Zelda clone does just

about everything in its power to keep you from enjoying yourself, tripping you up with a nasty banana peel of terrible graphics and horrible control. ●●

► THREADS OF FATE

Not quite as good as Musashi, but a solid effort nonetheless. Threads of Fate has two separate but intertwined quests, interesting puzzles and engaging combat. The story's a bit juvenile, though. ●●●●

► TORNEKO: THE LAST HOPE

Another dungeon crawl, but unlike Chocobo's Dungeon 2, this one isn't worth playing, even for fans of the genre. What's more, Torneko has one of the worst save systems ever. Yeah. ●●



TRADITIONAL RPGs

► AZURE DREAMS

Offering an eclectic mix of gameplay styles (part action/RPG, part strategy, part virtual pet, with a taste of dating sim thrown in), Azure Dreams has its hardcore fans. But we found it falls far short of its ambitions, suffering from lackluster graphics and repetitive gameplay. ●●●●

► BREATH OF FIRE III

Always solid but never anything special, the Breath of Fire series had its relevance back when there were far fewer RPGs to choose among. This third chapter is yet another decent game, but nothing special. ●●●●

► BREATH OF FIRE IV

Another chapter in the Breath of Fire series, and once again Capcom has produced a solid but derivative game. This time around, though, the combat is much better, thanks to the option to swap in party members during battles. ●●●●

► GRANSTREAM SAGA

A profoundly average RPG. The pluses: crisp, clean 3D graphics, anime cut-scenes and a nifty overhead perspective. The negatives: poor translation, repeti-



Legend of Legaia

tive (but nicely done) real-time combat and limited, linear gameplay. ●●●

► GUARDIAN'S CRUSADE

Colorful graphics, wacky writing and a unique premise might lead you to think this game has a lot to offer—but think again. The quest is too short, your ever-present companion monster "Baby" lives up to its name, and the gameplay is as shallow as a drunken fratboy. ●●●

► KING'S FIELD

An innovative game when it was released, King's Field features 3D graphics and a unique first-person perspective. But with each passing year, this game gets more and more dull. Combat is a chore and the action is painfully slow. (Not Rated)

► KING'S FIELD II

More of the same. Nuff said. (NOT RATED)

► KOUDEKA

Koudelka's richly atmospheric and haunting 19th century story sets it apart from most RPGs, but the battles are ugly, bland and unbalanced. With some more polish, this could have been great. ●●●

► LEGEND OF LEGAIA

Legaia's humor provides a nice change from the majority of RPGs that take themselves far too seriously. The battle system is also a breath of fresh air, with an innovative method for chaining attacks together. Too bad those battles are so frequent and take so darn long! ●●●●

► LEGEND OF MANA

Fans of the SNES classic Secret of Mana were in for a severe letdown when Square

finally released this long-awaited follow-up. Mana had no central plotline, depriving you of a reason to continue playing—which was sorely needed given the awful combat system. ●●●

► PARASITE EVE

Square dubbed this a "cinematic RPG" hoping to create a new subgenre. Though that label never stuck, Parasite Eve did manage to offer a grisly but gorgeous sci-fi thriller with a unique hybrid real-time/turn-based combat engine. ●●●●

► PERSONA

Persona gained a cult following due to its modern-day setting, absurd dialogue and the oddball option to chat with monsters rather than fight them. It never really

pulls together like its sequel, but in those early PlayStation days it offered something remarkably different. (NOT RATED)

► PERSONA 2: ETHERAL PUNISHMENT

Mooily, modern and macabre, Persona 2 has a deep battle system that in some ways resembles a real-time strategy. But the real fun comes from the heavy story, full of murder, betrayal and mystical mumbo-jumbo. Give it a try. ●●●●

► SAGA FRONTIER

Square's first attempt at crafting a non-linear RPG fell flat, but we felt it was unfairly crucified by far too many critics. Yes, the story is jumbled and unfocused, and the battle system is clumsy, but the lighthearted feel and the beautiful



Saga Frontier 2

5 WORST RPGs

► BATTLE HUNTER

A review quote: "With its dreary levels, tedious gameplay and awkward setup, Battle Hunter is a real snoozer—the kind game of that causes the eyes to glaze over while the brain desperately searches for any random thought that's more amusing than this." ●●

► BEYOND THE BEYOND

The first traditional PS one RPG, Beyond the Beyond is one of the worst ever. (Nor Rated)

► DIGIMON WORLD

Even Digi-fans will recoil at this awful mess. The worst part: battles in which your Digimon actually ignore you. ●●

► ETERNAL EYES

From our review: "Part strategy, part RPG, part monster collector/breeder game, Eternal Eyes disappoints on all counts." An unredeemingly boring game. ●●

► SHADOW TOWER

Another review quote: "There are plenty of bad games, but only a special few can be considered truly horrible.... Only masochists and freakishly loyal King's Field fans should even consider renting this pile; everyone else stay the hell away." ●

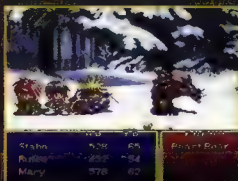
backgrounds make it worth a passing glance. ●●●●

► SAGA FRONTIER 2

What a difference a sequel makes! Saga Frontier 2 looks fantastic, with rich, colorful backdrops that resemble watercolor paintings. The story is even better, with branching pathways that weave together during several centuries and involve generations of characters. The combat, though, quickly gets dull and repetitive. ●●●●

► SHADOW MADNESS

The first traditional PS RPG developed here in the U.S., Shadow Madness has a story that rivals even the best Japanese titles. Too bad the graphics and the combat are so mediocre that they make this one a task to play. ●●●



► TALES OF DESTINY

Namco captured the flavor and fun of classic RPGs with this decidedly old-school affair. The action-oriented battle system gives you full control over your main character (the others are computer-controlled) and plays out like a stripped-down fighter. ●●●●

► TALES OF DESTINY II

Much better-looking than its prequel, but somehow not quite as fun. A decent choice if you're a fan of the first one. ●●●●

► WILD ARMS

A solid early entry into the PS one RPG field—but unless you're a big fan of Wild West-inspired role-playing games, this one doesn't quite hold up. Good, but nothing special. (NOT RATED)

► WILD ARMS 2

Like the first one, Wild Arms 2 is a mildly satisfying game—you'll enjoy it while playing it, but you're likely to walk away from gaming sessions feeling somewhat unfulfilled. Still, it's the perfect kind of game to play in between the bigger releases. ●●●●



Tales of Destiny

► SUIKODEN II

By the time it came out, this game's graphics were hopelessly dated compared with the current crop of RPGs. Yet Suikoden II is just as magical as its predecessor, and even lets you use your save file from the first game to bring back certain characters. ●●●●

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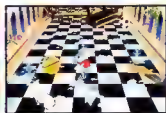
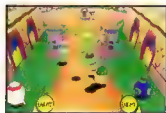
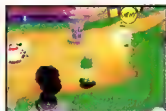


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ALL SCREENS ARE OF WORK IN PROGRESS

MEET THE PRESIDENT

Now celebrating its 10th anniversary, Treasure has quite a long history behind it. We spoke to Treasure president Masato Maegawa to find out more about his company.



Can you explain how Treasure started out?

The company was founded by about 10 people, myself included, after we all left Konami. We wanted to stand on our own feet and make the kinds of games that we wanted. I had my sights set on creating my own game company ever since my college days, so I started saving my money then. I told Konami that after three years I'd have enough to make my own studio. And I did.

How did you come up with the name?

We came up with a list of over 100 names to choose from, and I picked it out because it made the most sense. The Treasure logo is basically a treasure box that represents my company. And the treasure inside represents my employees.

How many people work at Treasure?

About 30. However, we don't have 15 people working on a project at a time, like many other companies do. In some cases, we'll have maybe three people tops working on one project from start to finish. It's not an easy thing to do, but if you want to make a game really good, you have to work really hard. Take, for example, our upcoming shooter *Ikaruga*. Only three people made that game, but they spent two years developing it.

How do you choose the projects you want to do?

Our policy is to make games that we want to play. That's why we usually end up with action games most of the time. [laughs]

WHAT ABOUT THE FUTURE?

After *Tiny Toons Adventures: Defenders of the Looneyverse*, Treasure plans to bring out *Ikaruga*, a space shooter for the PS2. What's so cool about it is that it's the sequel to arguably one of the greatest shooters of all time, *Radiant Silvergun*.



TREASURE TOON

Acclaimed Japanese developer takes cartoon license to wacky new levels

Mention the name Treasure to any hardcore gamer and it's likely that his or her eyes will suddenly widen with eager interest. You see, Treasure is a small Japanese developer that has continually produced some of gaming's most unique and addictive titles, yet for some reason or another those games have rarely achieved much commercial success. Whether it's the fact that many of its games feature extremely unconventional designs, or that these titles have often been poorly promoted here, Treasure just hasn't been able to enjoy the widespread acclaim it all likely deserves.

But that's all likely to change soon. For the first time ever in the company's history, Treasure is working on a game based on a commercially viable franchise: Warner Bros.'s *Tiny Toons*. And considering that the popular cable network Nickelodeon recently picked up the show and is putting a major push behind it (with even a rumored new episode in the works), the timing couldn't be better. With its new title *Tiny Toons Adventures: Defenders of the Looneyverse*, Treasure may finally be catapulted into the mainstream spotlight. But not that it would much care.

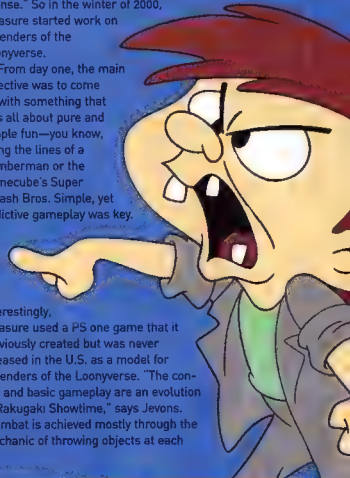
You see, Treasure doesn't particularly want attention. Even though its Shinjuku, Tokyo, offices house some of the finest programming talent around, you'll never see its developers grabbing the spotlight as you would with, say, Sega's Yu Suzuki or Konami's Hideo Kojima. They just don't care about it. Making good games—and more important, games that they think are cool—are what's foremost on their minds.

"But then why do you game based on *Tiny Toons*?" you might ask. Simple. Treasure loves *Tiny Toons*. In fact, some of the Treasure staff actually worked on Konami's *Tiny Toons* titles for the Sega Genesis and Super Nintendo way back in the day. The topic of Treasure creating a *Tiny*

Toons Adventures game just kind of popped up when we were discussing potential future projects," says producer Dan Jevons of Conspiracy Entertainment, which had previously worked with Treasure on localizing *Stretch Panic*. "They liked the show, we had the license, and they had a great game concept that perfectly fit the license." So in the winter of 2000, Treasure started work on *Defenders of the Looneyverse*.

From day one, the main objective was to come up with something that was all about pure and simple fun—you know, along the lines of a *Bomberman* or the *Gamecube's Super Smash Bros.* Simple, yet addictive gameplay was key.

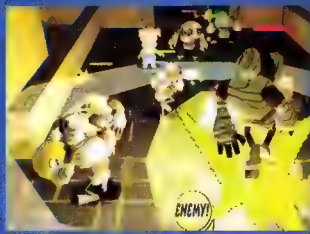
Interestingly, Treasure used a PS one game that it previously created but was never released in the U.S. as a model for *Defenders of the Looneyverse*. "The control and basic game play are an evolution of *Rakugaki Showtime*," says Jevons. "Combat is achieved mostly through the mechanic of throwing objects at each



other, though there are a few projectile weapons and melee attacks too." The gameplay, though, is straightforward thanks to the use of auto-lock and homing functions. "It's a 3D game, but Treasure has kept the feeling of 2D control," Jevons enthuses.

Treasure also wanted four-player support right from the start. "Three's company, but four's a party," says Jevons. In addition to arena-style modes where four players can battle it out, Treasure added a story mode that allows four buddies to cooperate simultaneously, battling enemies and bosses in huge environments.

But besides the fun gameplay, one of the biggest



feats of Defenders of the Loonyverse is just how well Treasure has managed to capture the look and feel of the animated show. "Treasure actually didn't want to go for the cel-shaded look, and that was fine with us," Jevons admits. They are using some subtle directional shading on the characters to create the game's unique style. It's simple but very effective. "Unfortunately, the early shots of the game here don't show off how it looks in its most current state—and they certainly can't demonstrate how greatly animated the characters are. It literally looks like an interactive cartoon.

Treasure has also done an admirable job of re-creating the animated show's sly wit. Just like on TV, many of the jokes are clearly aimed toward the older folks, not just the kids. The story is actually a parody of a number of different popular fantasy, sci-fi, war and action movies. Montana's Drizzle

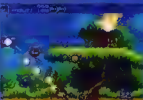
Trooper henchmen, for example, all look like super-deformed Stormtroopers, and as you progress through the game you'll run across all sorts of other references to other movies, including *Saving Private Ryan*, *The Mummy* and *Indiana Jones*.

But as with any game that's based on a popular license, there's always that worry of putting too much pressure on the developer to adhere to strict guidelines for using the source material. That wasn't the case here. "Believe it or not, our contacts at Warner Bros. are also big Treasure fans," Jevons reveals. "They, like us, trusted Treasure enough to let them create the game they wanted to create." And from what we've seen so far, it really does look like Treasure is doing what it does best: making a fun game. But this time, with popular characters.



Talk About Good Credit

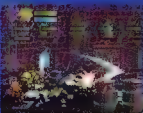
The director of Tiny Toons Adventures: Defenders of the Loonyverse, Tatsuhiko Kikuchi, has quite a history of good games under his belt. He worked as a designer on Gunstar Heroes (Sega Genesis) and Radiant Silvergun (Sega Saturn, Japan only), and also as a director and lead designer for Guardian Heroes (Sega Saturn) and Rakugaki Showtime (PS one, Japan only).



Gunstar Heroes



Radiant Silvergun



Guardian Heroes



Rakugaki Showtime

PUNCHING BAG

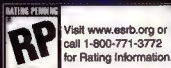
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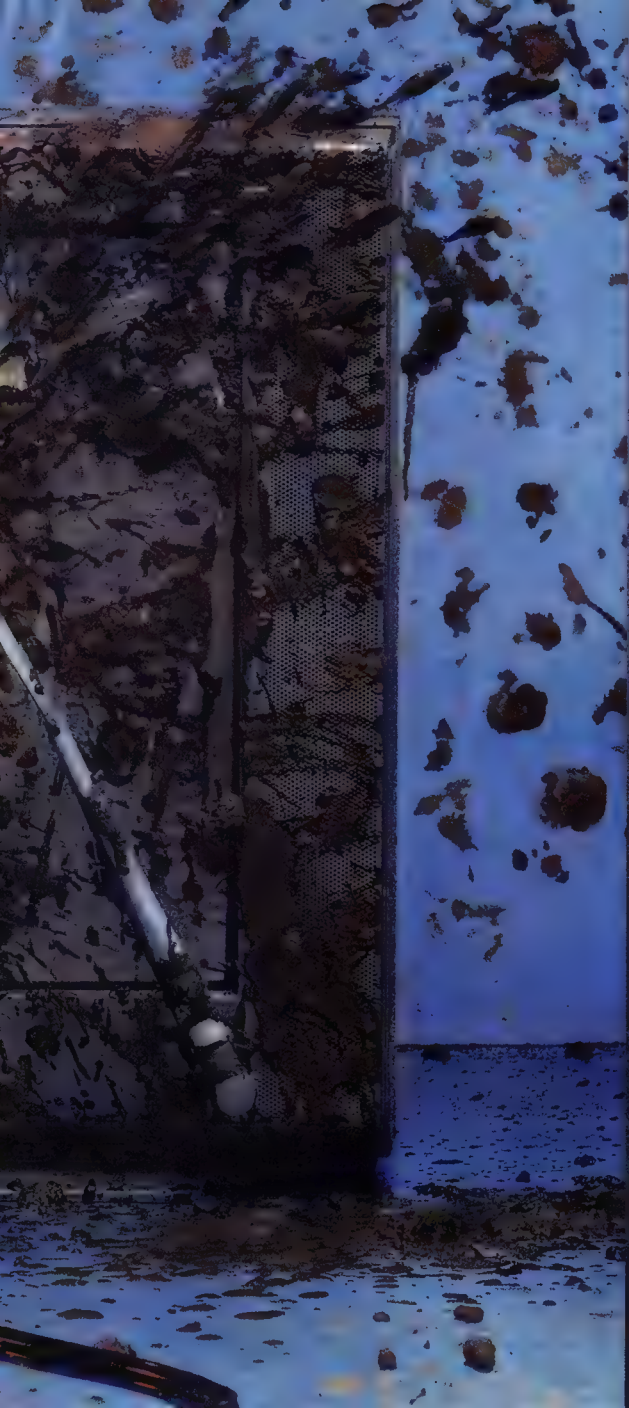


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Vibri Makes a Comeback?

PaRappa the Rapper creator Masaya Matsura is working on a PS2 sequel to his stylish music-based platform game Vib Ribbon. Let's hope this one actually makes it over to the U.S.

THE INSIDER

Ah, the thrill of game development.

They give you money. And a time limit. Oh, and sometimes a concept, but the rest is up to you. True, there're also monthly deadlines. And a publisher who watches your every move. And the warm, fuzzy feeling of knowing whatever you do will be seen by thousands of gamers, not to mention a few reviewers. Yeah, it's nerve-wracking, but it also forces us to try our best. And if we weren't ready to do this, then we shouldn't be making games....

Starting a new game is like starting anything else: You take a single step, and then you're off. In this case, we started with a nifty idea, and after a few meetings, the race began. But this doesn't mean we all hurtled toward our cubicles and started programming and designing. Sure, we only have a short time, but first comes the interesting part—figuring out how to make a keen game out of our concept.

Do we want it to be a puzzle game? A fighter? An action/adventure? An RPG? Sure, the idea lends itself to all these genres, but which do we want? Which one makes sense considering the time and resources we have available? Hell, which one would we want to play? Once that little choice is made, then the design document is started—the greatest period of the game-making process. Oh, and the worst.

You're suddenly in a position where you're allowed to dream as big as you want. Every single thought that pops into your head is viable, no matter how crazy, and you pile them all into a document. This is called The Wish List, and by the time you're done it contains the ingredients to the Greatest Game Ever Made. That is, of course, until the programmers sit down with it, laugh, and then explain to you, as gently as possible, that you're nuts. That it would take the combined staff of Square, Konami and Namco to pull off this magical title.

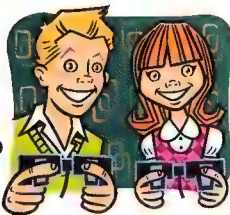
Shaking off these comments, we turn our attention to filling out the rest of the design document. Creating this stack of papers, which eventually grows into a massive bible chock-full of every detail contained in the game, is an incredible task.

Let's put it this way: You're creating an entire game on paper. Long before any code is written, questions need answering. The design document should include everything from the overall game concept down to listing how art assets could be used between areas. It should go over the general size of the levels, terrain types, special items that could be found, lists of actions, scripted events, foes, even the time of day. By the time you're done, anyone should be able to read this design document and play through the entire game in his or her mind.

Once this is done, the programming, art and design begins. And then, two years later, you have a fantastic game. The End.

Ryan Lockhart (ryan_zuel@yahoo.com) is actually lying. He ran out of space, so he made up a lame ending. There are actually a few more steps before a game is done, and every couple months he'll be back with an update on Seven Studios' new project. What game is it you ask? Ah, hah! That's a secret!

P.S.A.T. (PlayStation Aptitude Test)



1. Yu Suzuki, developer of the Virtua Fighter series, also worked on which of the following arcade classics?

- a. Donkey Kong
- b. Space Harrier
- c. Centipede
- d. Zaxxon

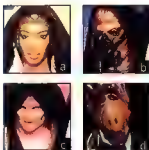
2. Which of the following is the odd one out?

- a. Pai
- b. Lau
- c. Lei Fei
- d. Kazuya

3. Xenosaga is the first PS2 game to make use of what technology?

- a. 5.1 Surround Sound
- b. Dual-Layered DVD-ROM
- c. Blast Processing
- d. Geo-Mod Engine

4. Who of the following is Adi Gallia, whose ship you pilot in Star Wars: Jedi Starfighter?



5. What weapon do you use against the ghosts of Fatal Frame?

- a. Laser Gun
- b. Camera
- c. Flashlight
- d. Lantern

6. Which of the following is a game that Japanese developer Treasure has not worked on?

- a. Silhouette Mirage
- b. Silpheed: The Lost Planet
- c. Stretch Panic
- d. Gekido

7. Soul Calibur 2 is said to have fewer what this time around?

- a. Polygons
- b. Movie sequences
- c. Buttons to press
- d. Ring Outs

8. What game is known for first using the John Woo-esque camera effect that's found in Dead to Rights?

- a. Devil May Cry
- b. Oni
- c. Max Payne
- d. Looney Tunes: Sheep Raider

9. When does Resident Evil (the movie) take place in relation to the first game?

- a. One year before
- b. One month before
- c. One year later
- d. It has no relation to the game series

10. Which Super Bowl MVP didn't make the cut for NFL Blitz 2002?

- a. Kurt Warner
- b. Terrell Davis
- c. Tom Brady
- d. Ray Lewis

Answers
1. D 2. C 3. B 4. B 5. D
6. D 7. A 8. C 9. B 10. C

DATA STREAM

Move Over, Lara



The original tomb raider is making a return. That's right, folks, LucasArts will bring out an Indiana Jones game for the PS2 this fall!

More Dance Trax



Konami is releasing a new PS one update to Dance Dance Revolution this April. Titled DDR Konamix, the disc will feature over 50 new songs.

A New Nightmare



Ubi Soft and Kalisto are working on Nightmare Creatures 3 for release on the PS2 this fall. It's said to be even more tension-filled than before.

WWW.PENNY-ARCADE.COM





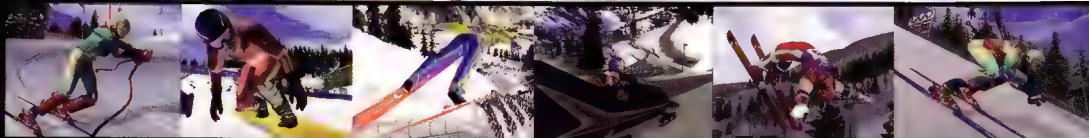
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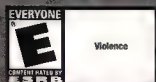
Published by
Ubi Soft
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**JAK
AND
DAXTER**
the
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WHO KNOW THE FIGHTING. INTRODUCING JAK (THE FIGHTER) AND DAXTER (HIM, THE OTHER GUY). JOIN THEM AS THEY VOYAGE TO MEET THE SPIRIT OF THE
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NAUGHTY  DOG

Bob's
ELECTRONICS

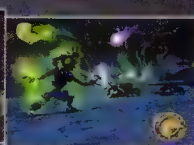
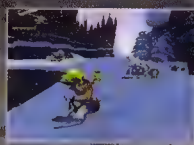
TELEVISIONS

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PlayStation 2

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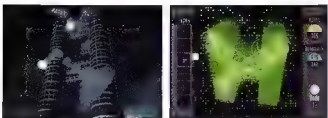


ONLY IN JAPAN

Buile Baku
Kodokawa Shoten, PS2



After the tragic events of Sept. 11, some publishers could be accused of overreacting by delaying games that had very little to do with New York, terrorism or planes. That accusation can't be leveled at Kodokawa Shoten, whose latest game is centered on demolishing famous buildings and was rather unfortunately scheduled for a September 2001 release. Needless to say, it was delayed. The game is now set to be released in March, though, and is shaping up to be quite interesting. Aimed at that part of your inner child that likes to wreck things, Buile Baku is a puzzle game that has you strategically placing charges in order to take down a building. Being a puzzle game it's obviously not as easy as it sounds—you have limits on your charges and time, so smart placement is key. And in a nod to another pyromaniac's favorite, Fantavision, you can link your explosions for more points (and a better explosion, naturally). Your reward for all this is to see a short clip of your building collapsing into dust, though in light of recent events the planned FMV sequences were replaced with more generic-looking polygonal buildings. There's even a two-player mode, but no, you can't blow the fuse out on your opponent's dynamite (rats). Although the bizarre nature of the game originally made it a highly unlikely candidate to cross the Pacific anyway, it will almost definitely never come here, for reasons that need no explanation. Another reason might be the game's translated title: Building Explode. Not too catchy if you ask us.



EXPLOSIVELY GOOD FUN

Other games with a bang, not a whimper:

Bombberman: The king of party games. "Boom" means party in French. Coincidence? We think not.

Blast Corps: Developer Rare's Chris Stamper said, "If you make a game about blowing stuff up, people will play it." He did, and they did.

SimCity: Confess: We know that all you rascalions like to do is turn disasters on and destroy cities.



SONY WANTS YOU

Ever played a game and thought to yourself, "Geez, even I could come up with something better than this"? Well, now maybe you can. Sony is releasing its PS2 Linux Kit, which will allow budding developers to get familiar with the PS2's hardware and even create their own games (similar to Sony's earlier Net Yaroze program for the PS one). The package will include the following: the PS2 Hard Disc Drive, PS2 Network Adapter, a computer-monitor VGA adapter, a keyboard and mouse, Linux and several applications to create software with. According to Sony, the package will be available on its PlayStation.com site starting in May and should be priced at \$199. Head over to playstation2-linux.com for more info on the PS2 Linux Kit and Sony's program. Expect extreme shortages, though. Sony recently polled its U.S. audience online and over 28,000 people expressed interest in the Linux dev program.



PS2 ONLINE BETA TEST BEGINS

Even though Sony's been rather quiet regarding the delay of its online components, it recently began asking select *PlayStation Underground* members to see if they'd be interested in participating in a PS2 Online beta-test program. While Sony conducted its own internal beta test of the online network and its games this past winter, it hopes to gain even more feedback by expanding the beta test to some lucky PS2 owners. Supposing all goes well with the latest tests, Sony should start rolling out the Network Adapter and the first batch of online games soon after. When will that be? We're hearing late spring/early summer as a possibility.

FALSE STARTS

Everyone knows LucasArts. They're famous (some might say notorious) for their game adaptations of the Star Wars franchise. From the FMV-based Rebel Assault to the, ah, interesting fighting game, Masters of Teras Kasi, they've milked that particular cash cow into a staggering variety of formats and platforms. But what many may not realize is that LucasArts has developed plenty of games that have nothing to do with Star Wars. Especially noteworthy are the topnotch point-and-click PC adventures like Grim Fandango, Full Throttle and Indiana Jones. But we wanted to focus here only on the titles that made it to video-game consoles, and that particular lineup is a bit less stellar, as you'll see below. Know a developer you'd like to see featured here? Send it to us at opm@nfdavis.com with the subject FALSE STARTS.

Title	The Game	The Pros	The Cons
Ballblazer 1983 – Atari 5200, 7800, (1987), C-64 (1986)	A futuristic hybrid of soccer and Pong, this game was later rereleased for a lackluster PS one title.	Fast, and maddeningly addictive, with solid graphics and music for the time.	Hard to find any, other than the fact that it was released on three long-dead systems.
Rescue on Fractalus! 1984 – Atari 5200, Commodore 64 (1985)	A first-person "3D flight fantasy" in which players take on the evil alien Jaggis (yep, we're serious).	Varied environments, above-average graphics, fast action.	Those darned Atari games never seemed to look as good as the box, did they?
Defenders of Dynatron City 1992 – NES	You keep the streets of Dynatron safe with the help of your choice of weekly superheroes.	Simple action, with the ability to switch between characters on the fly.	The action got pretty repetitive after awhile, and the environments didn't have quite enough variety.
Zombies Ate My Neighbors 1993 – Super NES	Fight ridiculous monsters, rescue idiotic neighbors, and laugh yourself silly.	Packed with humor, loaded with variety, with solid graphics and sound.	Could get seriously challenging, especially with the ability to save only every four levels.
Zombie Patrol 1994 – Super NES	Not quite a sequel to <i>Zombies Ate My Neighbors</i> , this one was similar, but a bit more serious.	Much more variety in the settings, with the same save-the-neighbor mechanic as ZAMN.	Still a bit too challenging for its own good.
Big Sky Trooper 1995 – Super NES	Cutesy blend of RPG and space shooter, wherein players can visit over 100 planets.	Lots of humor, plenty of action, solid graphics and decent sound.	The cutesy style fit better with a kiddie adventure than with more serious gamers.
Metal Warriors 1988 – Super NES	Think of a side-scrolling <i>Armored Core</i> and you're on the right track.	During the battle players can hop out of their mecha and handle power-ups.	Combat had a tendency to get quite uneven in two-player mode.
Herc's Adventures 1997 – PS one	Humorous action/RPG take on Greek mythology, not to be confused with Disney's Hercules game.	Unique graphic style; old-school, almost Zelda-ish gameplay; two-player cooperative mode.	Graphics look a bit dated, style may be too cartoony for adults.
Escape From Monkey Island 2000 – PC, PS one (2001)	A point-and-click adventure game that actually made the transition to console remarkably well.	Laugh-out-loud humor; gorgeous, hand-painted graphics; excellent and sensible interface.	People aren't too enthusiastic about point-and-click adventures on the PS2, apparently.



Capcom Reveals New PS2 Games

Good news for fighting-game fans: Capcom has finally announced Jojo's Bizarre Adventure for the U.S. market. We've spoken about the title in previous issues of *OPM*, but for those unaware, it's a fighting game based on the Japanese anime series *Jojo's Bizarre Adventure*—but the cool part is that the game's completely cel-shaded (so it looks like a cartoon). How does it play? Well, from what we've seen so far, pretty darn well. Expect plenty more on Jojo as its summer release approaches. Capcom also recently showed us one other future PS2 game: *Red Dead Revolver*. Looking suspiciously similar to the off-delayed *Gunslinger*, this new title from Angel Studios (*Smuggler's Run*, *Midnight Club*) is an adventure based in the Old West. And it looks darn cool. Expect lots more on this game in the months to come as well. And in other Capcom news, word out of Japan has it that we'll definitely see a *Devil May Cry* sequel before the end of the year. Excited? We sure as heck are.



True Ape Escape Sequel Shown

The Apes return! Checking out the latest wares at a recent toy show in Japan, we got a first look at *Ape Escape 2* for the PS2, and boy, does it look sweet. But wait— isn't there already an *Ape Escape* sequel on the PlayStation 2? Well, yes... sort of. In fact, back in *OPM* 48, we previewed *Ape Escape 2001*, a game that literally had you sucking the pants off of scores of unruly monkeys then tossing them into washing machines. But since this was considered more of a side story rather than a full-fledged sequel, the game never made it over to the U.S. (though here's hoping someday Sony will bring it over, as it's actually quite fun). This new title is the real sequel to *Ape Escape*, so count on it coming here soon after the game hits Japan this summer.

OVERHEARD

"If Nintendo cannot get its numbers up, particularly in Japan, we may need to reconsider keeping Resident Evil exclusive to the Gamecube."

—Capcom of America president Bill Gardner informs MSNBC that unless Nintendo starts selling more hardware, *Resident Evil* may end up elsewhere too.

Clish MacLaver's GOSSIP GOSSIP

**Gossip, rumor and scandal.
Gaming's biggest secrets dug up
and served with gravy.**

We've all gone *Virtua Fighter 4* and fighting-game crazy lately. Fueled by the quality of the awesome game, I scooped some cool info on what's next from Sega and others in the genre.

Watch out for more gossip online when I team up with *Electronic Gaming Monthly's* Quatermann on our Web site, www.gamers.com. Keep an eye out for the Rumor Mill column.

VIRTUA FIGHTER 5: YOU READ IT HERE FIRST

Seeing as Davison got so psyched about it he went and put it on the cover and stuff, I've decided to dedicate the first part of my column this month to all things Yu Suzuki and Sega related. As you're no doubt aware if you've read any of the coverage already this month, *Virtua Fighter*

started its life at home on the Saturn, but don't. It's great. Even I love it. Check it out, if only to rub your Xbox-owning pals' noses in it. If the game is as successful as it deserves, the possibility of a *Virtua Fighter 5* is even more likely as AM2 head-honcho Yu Suzuki is already jamming on new ideas to cram into a new version. I've also learned that if fighting games do indeed enjoy the renaissance they seem to be on the brink of, he'll be looking into working on a weapons-based fighter designed to rival Namco's *Soul Calibur 2*.

SEGA RALLY 3

All the gossip these days seems to be about Sega stuff. The quality of the games they're working on is just so high that everyone seems to be

"He'll be looking into working on a weapons-based fighter designed to rival Namco's Soul Calibur 2."

4 is so awesome that if you don't all go out and buy it, you'll be depriving yourselves of something truly wonderful. Many of you will probably be feeling somewhat dismissive of what is, after all, a new version of a game that

psyched about any possibility that rears its head. Since *Crazy Taxi 3* was recently announced to premiere on Xbox, and *Skies of Arcadia* is being ported to PS2, rumors of what's next are rife. Now I don't know if you've

BITS AND BOBS

Expect to start seeing *Legends of Dragoon 2* screens and info at some point in the next couple of months. • *Dark Cloud 2* is apparently shaping up very nicely, and will be much more of a dungeon-oriented affair this time, much like the final 100-level dungeon that was added to the U.S. release of the original. • *Grand Theft Auto IV* looks set to be called *Grand Theft Auto: Miami* when it's announced in a few months. Also, in a possibly connected story expected to start hearing about a massively multiplayer online game set in the *GTA* universe that's currently going under the working name of *Crime City Project*. Could this be part of the new *GTA*? Or a new game altogether? • Although Sony wasn't able to get *Hot Shots Golf 3* online, the development team is already hard at work on a future *Hot Shots* game that will be fully playable online.



noticed, but just about everywhere in the world except the U.S., rallying is becoming the motor sport of choice.

E-MAIL ME!

Got some good gaming gossip? Or anything you want to say to me? If you hear anything juicy, or get your hands on some cool screens or pictures, send me an e-mail at the following address:

clish_macclaver@ziffdavis.com
Look out for me on AIM, too—my buddy name is *OPMDISH*.

Coming from Europe in the next few months there are at least three new rally games for PS2, none of which are certain as to whether they'll see the light of day here. If you thought that SCE's *WRC* looks cool, or Colin McRae 3.0 looks rather smart, you won't believe your eyes (if what I hear is true) when Sega unveils *Sega Rally 3* on an unsuspecting world this summer. Apparently it's the first game in the series which won't see life as an arcade cabinet first; I hear that the early tech demos running on PS2 hardware are absolutely stunning. As ever, no one will go on the record about this stuff, so things may change, but my sources seem confident that we'll see something in May.

MEET YOUR MAKER

By now you've probably seen our reports on *RPG Maker* for the PS2, which should make it to the U.S. sometime this summer. I've already spoken about a new *Fighter Maker* in the works for the PS2 in the past. Well, I've just heard of one more "Maker" game in the works: *Racing Maker*. Take the customization of *GTS* to new heights with this new game that allows you not only to completely create your own cars but make your own race courses. Maybe *Age of M* will bring this one out this year too?



SPIN

PLAYSTATION YEAR



Our history of the PlayStation story is nearly complete. As it draws to a close, the PS2 hits U.S. shores.

After a crazy holiday season in 1999, the new millennium brings with it a particularly special year in PlayStation history.

Expectations continue to soar, as more and more developers start to show what's coming for PlayStation 2. Preview code for Tekken Tag Tournament helps show the potential of what's to come, as do early screens of Ridge Racer V and Onimusha.

New PlayStation games continued to dribble out, with the first few months of the year dominated by games that weren't "A-list" titles. Allowed to compete with Tony Hawk's Pro Skater and Gran Turismo 2. Early hits included the much-overlooked Tomba 2, Die Hard Trilogy 2, the excellent but strangely flawed Hot Shots Golf 2 and the first of the new wave of wrestling games, WWF SmackDown! [the exclamation point being theirs, not ours], which was produced for THQ by renowned Japanese developer Yuke's. The early months also saw the beginning of a new trend in cheap PlayStation games hitting stores, with the first episode of everyone's favorite crapfest, Spec Ops, going on sale for \$9.99. Southpeak's ode to *The Dukes of Hazzard* also made a big impression—so much so that a sequel was rushed into development later in the year.

Fans of "real" racing games were otherwise engaged, though. Having spent every waking moment with Gran Turismo 2 since the 1999 holiday season, many gamers were getting frus-

trated with the fact that you could only seem to complete 98.2% of the game. Could it be that GT2 had been shipped unfinished?

MARCH MADNESS

The real action of 2000 began on March 4, when the PS2 went on sale in Japan. Lines for the system began outside stores two days earlier—and a mere two days after, it had sold over a million units, setting a new record. Demand continued to outstrip supply for some time, as gamers clamored for the opportunity to buy a system on which they could play Square's awful Type S or pretend to like big robot games like Armored Core 2.

A couple of weeks later, the video-game industry's worst-kept secret was finally confirmed when Bill Gates made a keynote speech at the Game Developers' Conference in San Jose, Calif., announcing the Xbox. This was the first clear sign that competition was going to heat up over the next couple of years. Speculation as to what software companies Bill & Co. were going to gobble up began almost immediately, starting with talk that Sega would be purchased lock, stock and barrel and that the Dreamcast hardware would be absorbed into the Xbox. This, of course, was all just a load of baloney.

It wasn't all next-generation console madness in March, though. The month also saw the release of *Syphen Filter 2*, which went on to sell even more than the original, despite not being any

better. Also out: the exceptionally solid *JoJo's Bizarre Adventure* from Capcom, which probably sold only four copies. We also got Square's awesome *Front Mission 3*, a game that managed to fill some of the space in the hearts of *Final Fantasy Tactics* fans who were desperately searching for a new fix.

MR. DRILLER

Despite fears that the PlayStation was nearing the end of its life, and that the PS2 was very difficult to develop for, the summer saw previews of an enormous number of new games for both systems. On PS2, screenshots of games like *The Bouncer* and *Gekikuken Pro Baseball*, both from Square, proved that the new system had some amazing tricks up its sleeve. What a pity neither of them managed to deliver on early promises when they were finally released.

Editors of the *Official U.S. PlayStation Magazine* were thrilled when Namco unveiled the home version of *Mr. Driller*, so much so that we adopted him as our unofficial mascot for a while. When we managed to rip our eyes away from his cute little face, we learned that Paramount had recently chosen Angelina Jolie for the role of Lara in the upcoming *Tomb Raider* movie and ogled at

pictures of her instead.

In June, in preparation for the launch of the PS2 later in the year, *OPM* grew up, got bigger, and went through a complete redesign so that more screenshots could be squeezed in. To celebrate the relaunch, we pinned down Activision for exclusive details on Tony Hawk's Pro Skater 2, a game that went on to be spectacularly successful—so much so that you'd think it was a compulsory purchase.

BABY PLAYSTATION

As if the prospect of the PS2 hitting U.S. shores in November wasn't enough, Sony also unveiled the redesigned PS one, which would hit stores at around the same time. Early images showed the system hooked up to a cell phone, sparking rumors that a slew of online games would be available for the PS one.

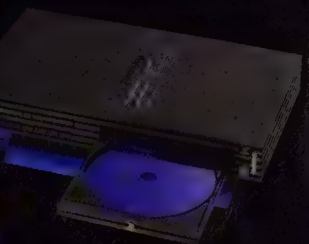
The star of the big game-industry show, E3, was without a doubt *Metal Gear Solid 2*, which was given a full-on world-premiere treatment at Universal Studios on May 10. Grown men were seen to be teary-eyed as the theme music accompanied scenes of Snake blasting away at enemies with a gun that wouldn't end up in the final game, and in a scene that would never actually happen.

Also shown for the first time was *Gran Turismo 2000*, a development of GT2 that was originally designed as a showcase for what the PS2 was capable of. Originally destined for release in November, the game eventually mutated into *Gran Turismo 3: A-spec*.

LAUNCH

On Oct. 26, Sony released the PS2 in the U.S., with the largest library of titles ever to accompany a system launch. Despite previously announcing that a million units would be shipped for launch, manufacturing and shipping problems caused this number to be halved by the day of release. If you managed to get your hands on a system on the 26th, you were very lucky indeed. More systems dribbled out over the next few weeks, but it wasn't until well into early 2001 that supply problems were finally fixed. The biggest games at launch, predictably, were *Madden NFL 2001*, *Tekken Tag and EA's awesome SSX*.

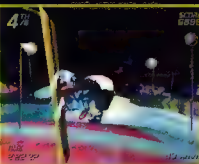
Despite all the excitement surrounding the PlayStation 2, the year ended on a high note for PlayStation owners as well, when Square finally released *Final Fantasy IX*—arguably the finest *Final Fantasy* for the system—in mid-November.



PS one



Madden NFL 2001



SSX



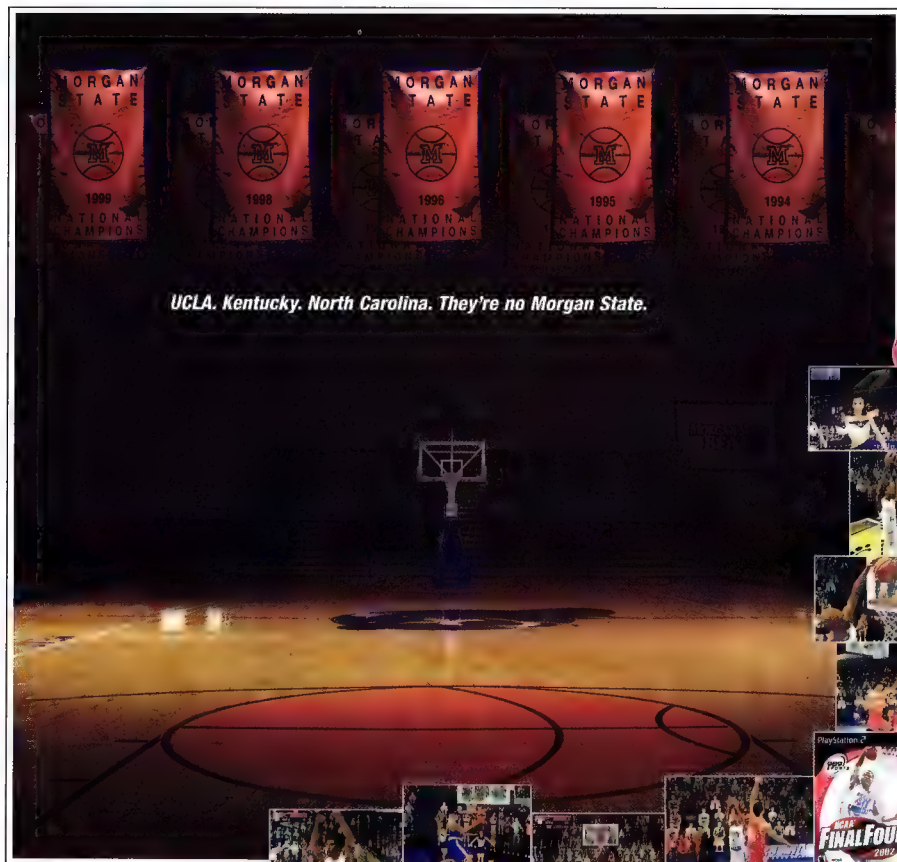
Tekken Tag Tournament



Final Fantasy IX



Syphen Filter 2



PlayStation.2

Warm up your clipboard: it's time to take the Morgan States, North Texas's and Prairie View A&M's of the world to the Big Dance. Because with our new Career Mode you'll experience everything a real coach does (including a total lack of job security). Start out as an assistant at a small school then see if you can work your way up the ladder to head coach of a major college powerhouse. Experience rva ries and jaw dropping college hoops action as you try to turn your program into a dynasty. Or you're fired. Is this game realistic or what?





DVD REVIEWS by John Scalzi

BANDITS: SPECIAL EDITION (Bruce Willis, Billy Bob Thornton)

Willis and Thornton are bank robbers whose robbery style (take bank managers hostage the night before; rob the bank in the morning) makes them famous. Cate Blanchett is a hostage-turned girlfriend who goes along on their adventures. You'd think it's hard to go wrong with Willis, Thornton and Blanchett in the same high-concept comedy, but the film manages to do it anyway. Blame director Barry Levinson, who's very good when he's on (*Diner*, *Wag the Dog*) but kind of a mess when he's not (*Toys*, *Sphere*). Individual scenes work, but as a whole, this movie doesn't hang together. Extras: alternate ending, deleted scenes and a "making-of" feature.

Movie Score ●●●
DVD Extras Score ●●●



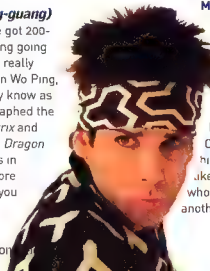
HEIST (Gene Hackman, Danny DeVito)

David Mamet writing and directing a movie about con men and criminals? There's a surprise for you. But I suppose you can't really complain too much, since Mamet and his terse-to-the-point-of-painful manner of writing do what they do really well. And *Heist* is more of the same, with Hackman as a thief bullied into the proverbial "one last heist" by Danny DeVito, and lots of other colorful characters thrown in to cross, double-cross and triple-cross. If you like brains with your action, you won't be disappointed. Just don't expect DVD extras, since all this comes with are a trailer and cast/crew bios. What a con!

Movie Score ●●●●
DVD Extras Score ●

IRON MONKEY (Donnie Yen, Yu Rong-quang)

Story: Who cares? We've got 200-proof Kung-Fu ass-kicking going on here, and that's what really matters, directed by Yuen Wo Ping, whom connoisseurs may know as the fellow who choreographed the fight scenes for *The Matrix* and *Crouching Tiger, Hidden Dragon*. So imagine those scenes in those films, only with more (more more more!) and you



get the basic idea. Plus, it's got a final battle scene that will make you drool: Fire, battering rams and fighters balanced on long wooden poles. And for comedy relief, there's Quentin Tarantino introducing the film in the DVD extras area.

Movie Score ●●●●
DVD Extras Score ●●

K-PAX: SE (Kevin Spacey, Jeff Bridges)

What would *Mork & Mindy* be like if Mork was a two-time Oscar winner and *Mindy* was his psychiatrist? Almost exactly like *K-Pax*. Spacey is a nut case who may or may not be from another planet, and Bridges (who



DONNIE DARKO: SE

Hey, remember that skull-faced six-foot rabbit from another world who followed you all around high school and told you that the end of the world was coming? Well, he's back! Fortunately for you, however, this time he's merely a character in this deeply freaky flick, in which Donnie (Gyllenhaal) sees disturbing signs and portents of the upcoming apocalypse. Sure, he might simply be off his medication, but when jet engines mysteriously drop from the sky onto your bedroom, you have a right to be paranoid. Perfect for viewing when you want your parents to worry about your state of mind. Extras include commentary from writer/director Richard Kelly and other cast and crew, deleted scenes, interviews, trailers and a Web site gallery.

Movie Score ●●●● DVD Extras Score ●●●●

was *Starman* while Spacey was still waiting tables, and don't you forget it, pall has the thankless job of pretending to wonder if Spacey is delusional or, you know, an alien. You'll either love or hate Spacey's performance, which will dictate how you feel about the film as a whole. I kind of like Spacey, so I kind of like this. Extras: director commentary, deleted scenes, an alternate ending and some DVD-ROM stuff.

Movie Score ●●●
DVD Extras Score ●●●

RASHOMON: CRITERION SPECIAL EDITION (Toshiro Mifune, Machiko Kyo)

What is truth? Someone asked that at some point—and about 19 centuries later, Akira Kurosawa used that question as the

linchpin for *Rashomon*, arguably his greatest work, and one of the masterworks of film by any measure. The film tells the story of a murder and rape—but who was the murderer and was it really rape? Four different versions to the events tell four somewhat different versions of the tale, and the "truth" of what really happened is up in the air. Kurosawa masterfully balances storytelling, dramatic tension and visual style—you may or may not get the ultimate "truth," but you get a brilliant movie experience. DVD extras include commentary from Japanese cinema expert Donald Richie, an introduction from Robert Altman, source story reprints and an excerpt from Kurosawa's autobiography.

Movie Score ●●●●●
DVD Extras Score ●●●●●

UPCOMING DVD RELEASES

Feb. 26, 2002

Twin Peaks: Fire Walk With Me

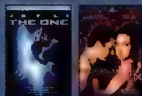
Mar. 5, 2002

A.I.: SE
The One: SE
The Replacement Killers



Mar. 12, 2002

Conspiracy
Heist
Joy Ride
Metropolis: SE
Zoolander: SE



Mar. 19, 2002

Oz: The First Season
Strictly Ballroom: SE
Training Day: SE

Mar. 26, 2002

All in the Family: The First Season

Strictly Ballroom: SE
K-PAX: Coll. Ed.
Life as a House
Original Sin (Rated)
Original Sin (Unrated)
Slap Shot: 25th Anniv.
Slap Shot 2
Star Trek: The Next Generation: Season 1

SEXY BEAST: SE

(Ben Kingsley, Ray Winstone)

Uh-oh! Gandhi's ditched that whole nonviolence thing and is at your house to kick some tail! Well, not Gandhi himself, of course, but Ben Kingsley, who shows up here as an amoral and unhinged gangster, dragging a retired pal (Ray Winstone) back



into the fray of crime. You'll be amazed as Kingsley takes over this film and becomes this horrible but strangely charismatic thing, and as a bonus, the rest of the film (it's a heist flick) is fairly tolerable as well. Just hope you never meet someone like Kingsley's character in a dark alley. Kingsley also provides a commentary track, but that's about it for extras.

Movie Score ●●●●
DVD Extras Score ●●●●

STRICTLY BALLROOM: SPECIAL EDITION

(Paul Mercurio, Tara Morice)

Before *Moulin Rouge* and *Romeo + Juliet*, director Baz Luhrmann cut his filmmaking teeth on this little gem, a truly whacked-out but entirely charming little film about Australian ballroom dancers. It starts off like *Spinal Tap*, with a hilarious fake documentary about a rebel dancer (Mercurio) and ends up like a '30s Hollywood musical, and along the way there's enough silliness and fun for everyone. It's one of my favorite films, although I acknowledge it's not for everyone. Still, if *Moulin Rouge* got you worked up, you'll enjoy this one too. Extras: commentary by Luhrmann, deleted scenes and a feature on dancing.

Movie Score ●●●●
DVD Extras Score ●●●●

TRAINING DAY: SE

(Denzel Washington, Ethan Hawke)

The movie doesn't make much logical sense (especially the end, which is completely out there), but in the meantime, we get the treat of seeing one of the best actors we've got—that's Washington—tearing into a meaty and rare role as a bad guy. His bad cop Alonzo Harns gets paired up with good rookie cop Jake Hoyt (Ethan Hawke). The idea is to give Hoyt the benefit of Harris' experience. What he gets is a trip into corruption hell, with Harris as both guide and tormentor. Washington's a thrill to watch—if his character and Ben Kingsley's character in *Sexy Beast* ever got together, the rest of us would be in trouble. Extras are nice: a commentary, HBO "making-of" segment, two music videos and an alternate ending.

Movie Score ●●●●
DVD Extras Score ●●●●



ZOOLANDER: SE

(Ben Stiller, Owen Wilson)

It's *The Manchurian Candidate* for stupid people. Ben Stiller plays a dim fashion model who is brainwashed into attempting to assassinate the president of Malaysia. Along the way there are lots of pointed jabs at the fashion industry. The problem is that the fashion industry is already a parody (scarily thin women wearing frightening clothing that normal people wouldn't be seen dead in), so, really, why bother? For all that, a heeppin' helpin' of extras: five deleted and five extended scenes with commentary, six public-service announcements by Stiller's character, commentary by Stiller and others, an alternate ending, photo galleries and a music video.

Movie Score ●●
DVD Extras Score ●●●●



Boy Toy

TWO DIRECTORS, ONE MOVIE: A.I.

In retrospect, it's easy to see why *A.I.* was deemed to (relative) critical and commercial failure. To begin with, it was the pet project of Stanley Kubrick, who tinkered and obsessed over it until he died. At which point it was taken up by Steven Spielberg, and with him, you never know which director you're going to get: the one who did *Schindler's List*, *Jaws* and the first half of *Empire of the Sun*, or the one who did *Always*, *Hook* and the second half of *Empire of the Sun*. Spielberg and Kubrick are both masters, but they're both also frightfully inconsistent. Factor in their mutually incompatible stylistic tendencies (Kubrick: icy; Spielberg: goopy), and there was bound to be disappointment.

A.I. is still a worthwhile film, though, because as messy as it turned out to be—violent shifts in tone, striking visuals married to a spotty script, the terrifying cameo of Robin Williams as a computerized Einstein—it is actually about something vital: the search for love and connection with others, played out in the form of android boy David, who is brought to life with scary lack of artifice by Haley Joel Osment. Weird things happen around and to David, but his singular drive keeps the story honest. You just have to be prepared to try to ignore all the window dressing, which, given the story's progenitors, is going to be tough to do.

In the end, *A.I.* isn't a failure after all—it's just far different than what any of us would have figured Kubrick and Spielberg's "Love Child" would be. Extras: decent but not great. They include Spielberg discussing artificial intelligence (but no commentary track), effects wizard Stan Winston on the androids, various "making-of" features and production photos.



DVD News

POTTER ON A PLATTER

Warner Home Video has announced the details for the DVD release of *Harry Potter and the Sorcerer's Stone*. On May 28, the DVD will hit stores in both "pan and scan" and widescreen editions, both with the same features: interviews with director Chris Columbus and producer David Heyman; an interactive, 3D, "Self-Guided Tour of Hogwarts"; five DVD games; DVD-ROM downloads and games, and a great deal more. The price will be a mere \$28.95.

X-FILES GOES WIDE

For the release of *The X-Files: Season Five*, Fox Home Entertainment is offering something a little different. In addition to the now-standard season-compilation features, you will have the option of viewing every episode in anamorphic (16x9) widescreen. The collection will also feature tidbits like promotional spots from other countries, selected commentary by Chris Carter and a new DVD-ROM game called "Earthbound." The collection will sell for a whopping \$149.98.

CAUSE AND EFFECTS

Interested in getting a little more up close and personal with the film industry? Check out *Movie FX* (www.moviefxmag.com), a new, quarterly magazine—on DVD—devoted to the ins and outs of special-effects moviemaking. The most recent issue has a behind-the-scenes look at *Cats & Dogs*, features on model sculpting and water tank effects, and a tour of a private prop museum.



SOUND STATION

By John Scalzi

This month features tracks from Knockout Kings 2002

(LL Cool J) and Shaun Palmer's Pro Snowboarder (everything else).



Alien Ant Farm: ANThology

New Noise Records

First of the new wave? Criminal on my local hard-rock station for the last six months. I mean, what is this band? They sound like a mix of heavy metal, heavy and it's a bit of a mess. Otherwise, good album—all the metal crunch you want, with a few moments of melodic introspection if you're into that, which I am. Put "Beat It" on the next album, and I'm coming over with a hammer.

Final Score ★★★★★



Godhead: 2000 Years of Human Error

Priority Records

Now, here's an album with a killer cover: "Elaborate Rhythmic." Godhead blazes through as if Mackenzie was the rector at the Church of Our Lady of Industrial Grind. The rest of the album can even be summed up by a line from that song: "Look at all the lonely people." These guys are just so moody and dark and alone; they sound like Depeche Mode would if Martin Gore had been assimilated by the Borg. So very depressing, you could give 'em a hug, but you'd probably catch something.

Final Score ★★★★★



LL Cool J: G.O.A.T. Featuring James T. Smith

Def Jam

Rap is all about the boatin', and G.O.A.T. (which stands for "Greatest of All Time," don't you know, certainly doesn't skip in that category. LL Cool J is a rapper who knows how to make a song sound like a song. It's a fine album if you just want the boasts, but LL Cool J can do more.

Final Score ★★★★★



Pantera: Vulgar Display of Power

Atco Records

The cover image alone is a statement. This is the sound of getting sucker-punched in the face through all eternity. Pantera is a band that would never be accused of subtlety, and from the album (title) onward, this slab of sound is in your face again: Galloping drums, strident guitar and nasty, raucous anti-social lyrics. Even the "ballad" "This Love" says, "I said I love you, but I lied." Yes, there's a Michael Bolton song that says the same thing, but these boys mean it. A metal classic—get it and score your ears.

Final Score ★★★★★



Stereomud: Perfect Self

Loud Records

Consider this: Stereomud is a rock band that's really a band of people who are anguished wailing and thinking, largely indistinguishable from all the other bands out there. They're a band that's really a band of people who are anguished wailing and thinking, largely indistinguishable from all the other bands out there. They're a band that's really a band of people who are anguished wailing and thinking, largely indistinguishable from all the other bands out there.

Final Score ★★★★★

be confused with being a New Kid on the Block. Really? Can't get enough of his reviews? Catch his new gig reviewing the latest independent releases at www.indiecrit.com. You know you want to.



Bookmarks

www.gamers.com

It's our home on the Web. Make it your home, too. Come visit us at our message board (you can link to it at playstationmagazine.com) and chat to your heart's content.

www.badassbuddy.com

Hundreds of hysterical buddy icons for AOL Instant Messenger. You're sure to find something that suits you here.

www.graal2001.com

Think of it as Legend of Zelda, online. (No, not the new Zelda—old-school, baby!) A fascinating, online world where the creators host events like laser tag, kart races and capture the flag.



www.menwholooklikekennyrogers.com

Say it with us slowly: It's men, who look like...Kenny Rogers. We have no idea why, but we're surprised there's not a lawsuit going on somewhere around this site.

www.popcap.com

Dozens of Java-based games. Beware: Wander into this site and you're going to have a very difficult time getting back out. Just one more Diamond Mine game.

blog.ravenblack.net/quiz/videogame.pl

"What Post-1985 Video-Game Character Am I?" This is a personality test, of sorts, with results being translated into video-game language. Are you a Mario? A Pac-Man? An Asteroid? A Light Cycle? Find out here.

www.atariage.com

While we're on the subject of classic video games, here's a staggeringly comprehensive site about any game ever released for an Atari system, complete with box shots, manual scans and screens.

www.brutal-juice.com

Having trouble beating some of the toughest missions in GTA3? Maybe seeing them done is the best way to break your drought. Check out this site where there are video clips of certain missions, including Patriot Playground.

www.vgoa.com

Sure, it may still be in the process of getting off the ground, but the Video Gamerz of America is still a sleek, sharply designed site with some solid writing.

www.vgmuseum.com

www.classicgaming.com
www.allgame.com

All three of these sites do a fine job of rounding up hundreds of classic video games. The focus on each is different, but they're all worth a look. Plus, C-Bake used to work for Allgame!

[The Rejection Line](http://TheRejectionLine.com)



www.rejectionline.com

Tired of giving out fake phone numbers to would-be suitors in bars? OK, maybe we're a little off the demographic here, but the site's still hysterical. Besides, you can use their services for anything from telemarketers to creditors. While you're there, make sure not to miss the "sad poem by a kindred spirit."

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The jaw bone was connected to the head bone.

RATING PENDING

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SPIN

MOVIES, TV AND GAMES

gets a sexy new cast member, Arnie returns to two classic roles, and Owen Wilson gets his game on

DAREDEVIL CONFIRMED

The *Hollywood Reporter* confirmed recently that sexy Jennifer Garner (*Alias*) has signed on to the *Daredevil* project, joining Ben Affleck and Michael Clarke Duncan (*Planet of the Apes*). Garner will be playing the role of assassin Elektra, while Affleck takes on the title role of crime-busting lawyer Matt Murdock. Duncan, meanwhile, takes the part of evil crime boss Kingpin. For those of you not schooled in comics, *Daredevil* is a Marvel property that, while not as well known as Spider-Man or X-Men, is incredibly popular with hardcore fans. News of the movie's production with such a high-profile cast (Garner, in particular, is a big fan-favorite right now thanks to her awesome TV show) will help bring the comic book back to the forefront. Expect news of at least one PS2 game based on the franchise to emerge in May. Rumors that long-term Marvel-buddy Activision is working on a *Daredevil* game have yet to be confirmed.

www.hollywoodreporter.com

CONAN RETURNS

"I just had a cigar with [Conan screenwriter] John Millis the other day," Arnold Schwarzenegger told *Cinescape* recently. "He's rewriting *King Conan* as we speak because he had written it; it was a 168-page script and then the Wachowski brothers [*Matrix*] told him that the script would take too much time. It would be a three-and-a-half-hour movie and he should cut it down to 120 pages and take certain things out. So that's what he's doing right now."

Expect to see more news of the final movie in the loose *Conan* trilogy to emerge once Schwarzenegger has finished filming *T3* later this year and postproduction on *Matrix Reloaded* and *Matrix Revolution* is completed.

www.cinescape.com

OWEN WILSON, GAME WRITER?

Unconfirmed rumors have come to our attention recently that Owen Wilson (*The Royal Tenenbaums*, *Behind Enemy Lines*) is currently in negotiations with a major game publisher to help script an upcoming game. Wilson is considered to be a rising talent in comedy scripting, with *The Royal Tenenbaums* and *Rushmore* already on his writing résumé.

RISE OF THE MACHINES

After what seems like years of legal battling, confusion, conflicting information and rumors, filming on *Terminator 3: Rise of the Machines* will begin in April. The movie is said to be the recipient of one of the biggest budgets in Hollywood history despite neither James Cameron nor Linda Hamilton being on board. Footage of Hamilton's character, Sarah Connor, will be pulled from the previous two movies and shown as "flashbacks." No word yet on who is said to play the grownup John Connor, although Edward Furlong (who played the teenage Connor in *T2*) most likely won't be reprising his role.

Infogrames' upcoming Terminator game, developed by Paradigm (Spy Hunter), is not based on the script of the new movie in any way, despite tackling the same time period (around 2029) and themes.

X-FILES OVER IN MAY


As has been widely reported, the current season will be the last one for the most successful sci-fi show on TV. Although there was some confusion as to the terms of Fox's cancellation, with many fans thinking it could be pulled immediately due to its 40 percent drop in ratings, *The X-Files* will run to the end of season eight. Rumors persist that series creator Chris Carter is pursuing David Duchovny to return to the show for the last four episodes in May as well as to star in a second movie, which could go into production next year.

OUT THERE IN THE COLD

Dan Aykroyd's new show on the Sci-Fi Channel, which we reported on last month, has been temporarily shelved while a new format is considered. *Out There* was originally intended as a roundtable discussion of things like alien abductions, but Sci-Fi is now reconsidering how it wants to handle the show. According to Sci-Fi Channel president Bonnie Hammer, "It's not going to go as originally constructed. We're just trying to find out what's the right format. Should it be a strip? Should it be once a week? And how does this concept work best with his [Aykroyd's] talent?"

mike680.com

(photo courtesy of ABC Television)



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TOP 10 CHARTS

PS2 Top 10

If you own any of the games on this list, you can't complain. Unless you're one of the knuckleheads who couldn't hold out for NBA 2K2 [yes, Live owners, we're talking to you]. We're psyched for this sales battle: GTA3 vs. FFX. Who'll win the top spot next month?

Last Month	Title / Publisher	Rating
1	Grand Theft Auto III Rockstar	●●●●●
Have you flown the Dodo? Have you defeated any of the Humvee missions? Have you gone up to the rooftop in Staunton Island and sniped the innocents? Have you found all the stunt ramps? Have you, have you, have you? Whereas people used to talk about film and theater, now the in-crowd are comparing notes on what they've accomplished while playing GTA3. Whether it's finding all the hidden packages or beating every single mission, this game inspires conversation like <i>Bosom Buddies</i> did back in the '80s.		
		
2	Final Fantasy X Square EA	●●●●●
3	Metal Gear Solid 2 Konami	●●●●●
4	Madden NFL 2002 EA Sports	●●●●●
5	Tony Hawk's Pro Skater 3 Activision	●●●●●
6	Bond 007: Agent Under Fire EA Games	●●●●
7	Max Payne Rockstar	●●●●
GTA3 took the gaming world by storm and Max Payne, Bullet Time and all, is a great follow-up. It may be repetitive, but when you're back for revenge you're likely to be too distracted to notice.		
8	WWF SmackDown!: Bring It THQ	●●●●
9	Gran Turismo 3: A-spec Sony CEA	●●●●
10	NBA Live 2002 EA Sports	●●●

OPM's Most Wanted PS2 Games



- Final Fantasy XI Square EA
- Spider-Man Activision
- Soul Calibur 2 Namco
- Onimusha 2 Capcom
- Xenosaga Namco
- Auto Modellista Capcom
- Tekken 4 Namco
- Kingdom Hearts Square EA
- Medal of Honor: Front EA Games
- Stuntman Atari

Japan's Top 10 PS2 and PS one Games

- GT Concept Tokyo Sony CEI
- Gundam: Fed. vs. Zion Bandai
- Momotaro Railway X Hudson
- Winning Eleven 5 Final Konami
- Dragon Quest IV (PS1) Enix
- 1500 series: Tetris (PS1) Success
- Bravo Music: Classic Sony CEI
- Inuyasha (PS1) Bandai
- Dynasty Warriors 3 Koei
- Metal Gear Solid 2 Konami

Top PS one Fighting Games



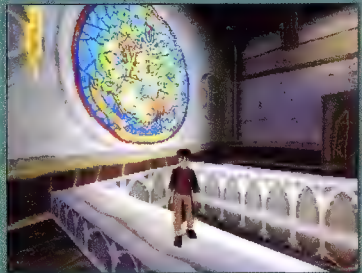
- Tekken 3 Namco
- Street Fighter: Alpha 3 Capcom
- Bushido Blade Square
- Dead or Alive Tecmo
- King of Fighters '99 Agelec
- Street Fight. EX: Alpha Capcom
- Pocket Fighter Sony CEA
- Bloody Roar Square EA
- Elgeiz Capcom
- Jojo's Bizarre Adv. Capcom

Top 10-Selling Games, All Systems

- Grand Theft Auto III (PS2) Rockstar
- Final Fantasy X (PS2) Square EA
- Sup. Sm. Bros. (NGC) Nintendo
- Metal Gear Solid 2 (PS2) Konami
- Madden 2002 (PS2) EA Sports
- Tony Hawk 3 (PS2) Activision
- Harry Potter (PS one) EA Games
- Halo (Xbox) Microsoft
- Bond: Under Fire (PS2) EA Games
- Tony Hawk 3 (PS one) Activision

PS one Top 10

We'll admit that we're rather proud of America's purchase power as far as this PS one chart is concerned. Sure, there are a few clunkers, but all in all, it's a solid list. But what will happen in the months to come, when the trickle of new games finally dies down?

Last Month	Title / Publisher	Rating
1	Harry Potter & Sorcerer's Stone EA Games	●●●●●
It looks like readers everywhere are doing their best to avoid reading. We wonder if that's what J.K. Rowling had in mind when she signed on the dotted line to allow her diminutive sorcerer to come to life in video-game form. But after the movie rights were sold, she obviously had designs on buying that souped-up metallic-blue '73 Camaro, and cared little for the tykes who made her books the must-haves they've become. Maybe we're overreacting. Or maybe we're just annoyed that a three-disc game tops the chart.		
		
2	Tony Hawk's Pro Skater 3 Activision	●●●●●
3	Tony Hawk's Pro Skater 2 Activision	●●●●●
4	Driver 2 Atari	●●●●
PS one owners who want the feel of GTA3 but haven't yet upgraded to a PS2 have turned to Driver 2 for their fix. Sure, y beats playing the early Grand Theft Auto games, doesn't it?		
5	SpongeBob SquarePants THQ	●●●●
6	Madden NFL 2002 EA Sports	●●●●
7	Gran Turismo 2 Sony CEA	●●●●
8	Spyro: Year of the Dragon Sony CEA	●●●●
9	Rocket Power TRR THQ	●●●●
10	Monsters, Inc. Sony CEA	●●●●

Source: NPD/Univision TRS's Service, December 2001. Call them at 516-625-6100 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

Source: NPD/Univision TRS's Service, December 2001. Call them at 516-625-6100 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

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Armored Core 3.....81	Need for Speed: HP2.....81
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Coming Soon

PLAYSTATION 2

March		
Blood Omen 2	Eidos	Adv.
Britney's Dance Beat	THQ	Rhythm
Caesars Palace	Rockstar	Casino
Commandos 2	Eidos	Strategy
C.O.D.: Eye of Extinction	Eidos	Action
ESPN MLS ExtraTime '02	Konami	Sports
ESPN X Games: SnoCross	Konami	X-Sports
Fatal Frame	Techno	Adm.
Herdy Gerdy	Eidos	Action
Hidden Invasion	Conspiracy	Action
Hot Shots Golf 3	Sony CEA	Sports
Kings Field: Ancient City	Agelec	RPG
Knockout Kings 2002	EA Sports	Sports
Mad Maestro	Eidos	Rhythm
Monster Jam	Ubi Soft	Action
Monsters, Inc.	Sony CEA	Action
Mr. Mosquito	Eidos	Action
Pac-Man Fever	Namco	Party
Pryzm: The Dark Unicorn	TDK	RPG
Red Card Soccer	Midway	Sports
Rayman Arena	Ubi Soft	Action
Shifters	3DO	Action
Sled Storm	EA Big	X-Sports
Smash Court Tennis	Namco	Tennis
Star Wars: Jedi Starfighter	LucasArts	Shooter
Tetris Worlds	THQ	Puzzle
Transworld Surf	Infogrames	X-Sports
Triple Play 2002	EA Sports	Sports
V.I.P.	Ubi Soft	Action
Virtua Fighter 4	Sega	Fighting
World of Outlaws	Infogrames	Racing
Worms Blast	Ubi Soft	Sports
WTA Tour Tennis	Konami	Sports

April

Army Men RTS	3DO	Strategy
Barbarian	Titus	Fighting
MLB 2003	Sony CEA	Sports
No One Lives Forever	Sierra	FPS
Sluggfest	Midway	Sports
Spider-Man	Activision	Action

May

Altra Psychoball	ATA	Pinball
Armada 2	Metro3D	Action
Chris E. Aggressive Inline	Acclaim	X-Sports
Conflict Zone	Ubi Soft	Strategy
Downforce	Titus	Racing
Evil Twin	Ubi Soft	Action
Freakstyle	EA Big	X-Sports
Granny Games	Midway	X-Sports
Jimmy Neutron	THQ	Action
Legion Legend of Excalibur	Midway	Strategy
Looney Tunes: Space Race	Infogrames	Racing
Need for Speed HP2	EA Games	Action
Rally Simulation	Ubi Soft	Racing
Run Like Hell	Interplay	Action
Test Drive	Atari	Racing

June

The Lost	Crave	Adv.
Mat Hoffman's Pro BMX 2	Activision	X-Sports
Medal of Honor: Frontline	EA Games	FPS
Return/Castle Wolfenstein	Activision	FPS
SCODM U.S. Navy SEALs	Sony CEA	Action
Stuntman	Atari	Action
The Terminator	Infogrames	Action

Future Releases

Aliens: Colonial Marines	EA Games	Action
Army Men RTS	3DO	Strategy
Auto Mode lista	Capcom	Racing
Blade 2	Activision	Action
Defender	Midway	Action
Dragons Lair 3D	Endore	Action
Final Fantasy XI	Square EA	RPG
JoJo's Bizarre Adventure	Capcom	Fighting
Kelly Slater's Pro Surfer	Activision	X-Sports
Kingdom Hearts	Square EA	RPG
Mortal Kombat	Midway	Fighting
Onimusha 2	Capcom	Adv.
Prisoner of War	Codemasters	Adv.
Red Dead Revolver	Capcom	Action
RoboCop	Titus	FPS
Romance of 3 Kingdoms 7	Koei	Strategy
Savage Sites	TBA	Shooter
Soul Calibur 2	Namco	Fighting
Space Channel 5	Sega	Rhythm
Space Channel 5 Part 2	Sega	Rhythm
Star Ocean 3	Enix	RPG
Street Hoops	Activision	Sports
Simpsons: Skateboarding	EA Games	X-Sports
Silverball III	Konami	RPG
Taz Wanted	Infogrames	Action
Tekken 4	Namco	Fighting
Tenchu 3	Activision	Adv.
The Thing	Universal	Adv.
TimeSplitters 2	Eidos	FPS
Tiny Toons	Conspiracy	Action
Turok: Evolution	Acclaim	FPS
UFC Throwdown	Crave	Fighting
Vexx	Acclaim	Action
Wild Arms 3	Sony CEA	RPG

PS ONE

March

Dracula: Last Sanctuary	DreamCatcher	Adv.
Hooters Road Trip	Ubi Soft	Racing
Kickboxing	Agelec	Sports
Rayman Arena	Ubi Soft	Action
Sports Guru	Ubi Soft	Sports
Worms World Party	Ubi Soft	Strategy
Yu-Gi-Oh!	Konami	RPG

Future Releases

Bear in the Big Blue House	Ubi Soft	Educatn.
DDR	Konami	Rhythm
Delta Force: Urban War	Novalogic	FPS
Dexter's Lab: Mandark	ban!	Action

XENOSAGA

An Episode I that might not disappoint

"It's something like the Star Wars saga, actually," Xenosaga producer Tetsuya Takahashi explains, as he tries to convey the scope of his new PS2 RPG franchise. "This will be a very long story, and it'll be played out in chapters." The first Xenosaga game represents the entire introductory chapter, with five to follow. However, it's likely that some chapters may be combined in future installments—and, like Star Wars, Takahashi isn't quite certain that they'll all fall in sequential order.

But one thing he's certain of is that Xenosaga will be Xenogears done right. For those who haven't kept tabs on the game thus far, Xenosaga is coming from **Monolith Soft**, made up in large part of ex-Square employees (over 40 of its 70-plus-man team came from Square, 20 who previously worked on Xenogears). Bothered by the constraints of working for such a big company, the group left to continue the franchise on their own—and have opted to restart it entirely. "The series was basically reset, but we held on to many key elements and themes," Takahashi explains.

Interestingly, Xenosaga seems to also draw some story inspiration from George Lucas' space saga. Set against a very futuristic backdrop of spaceships and interplanetary warfare, Xenosaga aims to set itself apart from the rest of the RPG crowd. "Role-playing games always seem to involve swords and sorcery, so we wanted to offer something different to gamers," Takahashi enthuses. "But not only in terms of story—also gameplay." He hopes that gamers not traditionally fascinated by RPGs will take interest in the game not only because of its very non-RPG-sounding story, but also because of its unique gameplay elements (see sidebar for an example).

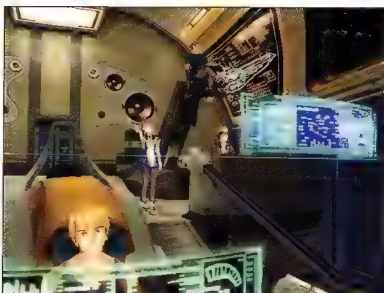
Takahashi is also ecstatic that Xenosaga will be the first PS2 game to come on a dual-layered DVD-ROM, making it one of the biggest games ever made. As well, boasts that it will use the PS2's Hard Disk Drive (HDD) to lessen load times. But forget what he's excited about—we're stoked because **Namco** is already hard at work localizing the game and plans to have it ready by fall!





Armored Core?

Xenosaga features several minigames strewn throughout, such as the one pictured to the left. Seems suspiciously similar to the Armored Core titles, wouldn't you say?

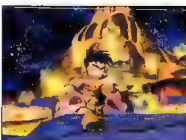
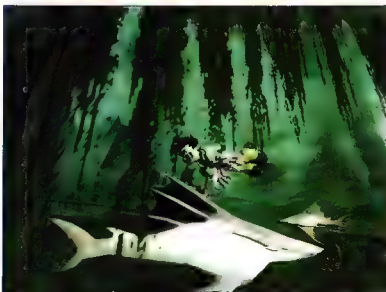
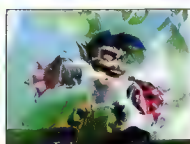


VEXX

**HANDS-ON
PREVIEW**

A platform game to watch

"Vexx will literally change the landscape of gaming," says Thomas Coles, lead designer at **Acclaim Austin**, on his team's upcoming 3D platformer. Well, we don't know if we'd go *that* far, but if the Xbox version of the game they allowed us to sample is any indication, fans of the genre do have a solid title to put on their list for **September**. Aside from creating a sort of "mascot character with an edge" in Vexx himself—just check out the claws on this dude—Acclaim wants to please those who grew up with the likes of Mario and Sonic and now seek something a little more adult (though not necessarily something a kid shouldn't play). So don't expect a cakewalk through the game's 18 levels. But do expect them to be cool, with plenty of sublevels and possibly enough quirks to distinguish Vexx from other similar games.





Britney's Dance Beat

After last month's interview with the pop princess, we got some hands-on play time with her game, and we're here to say that it's shaping up to be much more than a pretty face. The game interface is more sensible and intuitive than developer **Metro**'s previous title, *Bust A Groove*, and the behind-the-scenes footage and immersive video are actually remarkably entertaining. **THQ** plans on releasing the game this **spring**, possibly timed to coincide with the start of Britney's next tour.



Auto Modellista

You might remember seeing *Auto Modellista* as an international preview in January's *OPM*. Fortunately, **Capcom** knows this one has what it takes to succeed outside of Japan, and the cel-shaded racer should head our way this **fall**. Expect arcadey gameplay, plenty of licensed cars, a heavy emphasis on customization and maybe even online play. Though it's not quite ready for hands-on time, **Capcom** was willing to show a video of the game in motion—and all we can say is "wow."

STAR WARS: JEDI STARFIGHTER

HANDS-ON PREVIEW

Take to the skies as a Jedi

Adi Gallia wants redemption. The first time **LucasArts** featured this female member of the Jedi Council, it was in the decidedly mediocre *Jedi Power Battles*. We get the feeling she flew her Prototype Delta-7 Starfighter to our galaxy, marched straight into the company's studios, and made a demand: "Put me in a decent game, or I'll shove this lightsaber right up..." So they listened. We've played several missions in *Jedi Starfighter* now, and we think it's fair to say that Ms. Gallia can rest easy (well, at least until the Empire slaughters all the Jedi!—she's finally in a quality game).

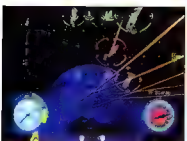
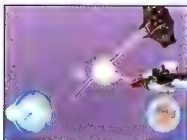
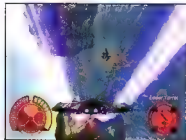
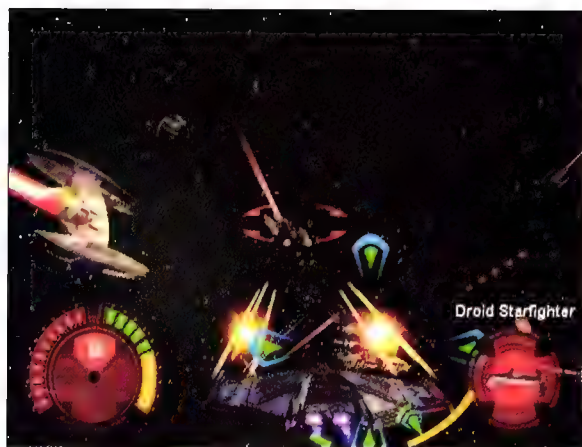
If you played the original *Starfighter*, you'll immediately recognize the basic gameplay—everything from zooming in on enemy fighters with R1 to barrel rolling with the analog sticks. But that's not to say it all plays entirely the same. For starters, you've got new ships to deal with, each with new capabilities. Most prominent is Adi Gallia's Delta-7. As a Jedi, she also utilizes Force powers (see sidebar), which you select with the D-pad (Don't worry about that replacing your ability to shout out orders, though. Just hold down LT, and it's just like last time.) The other main character is Starfighter's tough guy, Nym, whose ship comes equipped with more weapons than before. Used only if there's a second player are the ships of ally aliens, including Reti (the Toydarian from the first game) and...well, a member of whatever species that was jamming in *A New Hope*'s cantina.

Yep, you read that correctly. Two-player modes exist not only as unlockable extras in *Jedi Starfighter*, but you can also play through the entire story in a co-op manner. We can't say for certain just yet, but we suspect you'll have to utilize different strategies in single- and two-player modes, as your best friend likely doesn't play the same way as computer A.I. We'll know in **March**.



Earn Cool Stuff

If you manage to fulfill the bonus objectives in your missions, don't expect to go unrewarded. All sorts of extras await you in the Bonus section, including extra missions, bonus spaceships (even *Boba Fett's Slave I*!) and other random things, like concept art, *Episode II* movie trailers, movie concept material, team commentary and more. Our favorite thing we've unlocked so far, though? A two-player dogfight of the most classic *Star Wars* variety: X-wing vs. TIE fighter (left).



Use the Force, Adi

As Jedi Adi Gallia, flying around in her Prototype Delta-7 Starfighter, you've got a decided advantage over the opposition—these four Force attacks: 1) Erect a Force shield to offer maximum protection from attacks (left). 2) Shoot down foes with ultra-effective Force lightning (above). 3) Create a shockwave to destroy everything in your radius. 4) Slow down enemies with Force reflex.



GTC Africa

If you live in America, chances are you haven't had much exposure to rally racing [other than in Gran Turismo]. This **April**, Majesco hopes to change that with GTC Africa, a fast, arcade rally racer set in widely varied locations across the Dark Continent. You'll be able to tear through 19 courses and a Challenge mode [with mission-based objectives such as pursuit and time trials] with your choice of vehicles licensed from Ford, Mitsubishi, Pontiac and Subaru.



Colin McRae Rally 3

Codemasters' Colin McRae series could do for rallying what Gran Turismo did for marques like Aston Martin. If enough people spend some time with it, they'll realize what an exciting and dynamic sport rallying is, and may even track down some info online or perhaps on TV [where you can occasionally catch it at 2:00 a.m. on ESPN]. Rally 3, due this **fall**, is a gorgeous-looking game, with car models that put many of GT3's to shame in terms of attention to detail.



Sky Gunner

As we mentioned last month, **Attus** has wisely picked up this incredibly addictive anime-style airplane shooter from Japan, and plans to bring it out here this **summer**. Originally released by Sony in Japan, *Sky Gunner* offers an amazing sense of height by allowing you to swoop all around as you take out squadrons of bad guys and massive airships loaded with artillery. It's super-stylish and fun, and if Attus manages to fix the slowdown found in the import game, look for a sure hit!



Mad Maestro

Eidos brings a new twist to the rhythm genre with *Mad Maestro*, which puts you in the role of an orchestra conductor as you try to bring peace and harmony to Bravo Town. But no one said conducting is easy; you'll need to keep pace with the shifting tempos of over 25 classical pieces (from all the biggies: Mozart, Strauss, Brahms, Tchaikovsky and more), and also vary the strength of your button-mashing in accordance with the volume of the piece. Look for this intriguing title in **March**.

FREEKSTYLE

Is Freek chic...or just dirt-bike SSX?

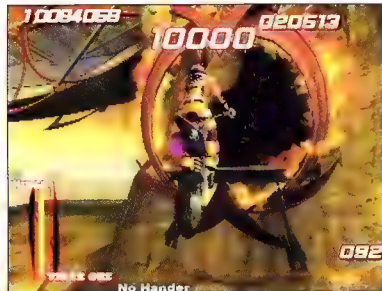
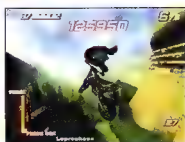
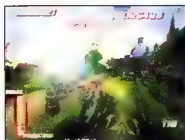
The SSX-ification of the extreme-sports genre has begun. When **EA Sports Big's** *SSX* took the newborn PS2 by storm, it gave players a unique gaming experience never before capable on the less-than-next-gen systems. Those fond *SSX* memories will soon feel like they existed eons ago. Now, that uniqueness is being cast away, as *Sled Storm* and *Freekstyle* begin to muddle up our blissful recollections.

It's not that *Freekstyle* isn't a fun game. It's just that it's not entirely original the way *SSX* and *NBA Street* were. Then again, it is a step up from EA's *Supercross* series, which was scrapped to make this game. What *Freekstyle* does have going for it is an eye-crippling sense of speed. This game is three times faster than *SSX*. So fast that rogue tears will stream from your eyes. It may be too fast. Plus the 80 tricks that can be tweaked and combined are as wild as their names. There's the McMetz, the Saran Wrap and the super-cool Superman Seat Grab.

The riders daring enough to take on this nine-level over-the-top challenge? You've got Mike Metzger, Brian Deegan, Stefy Bau and *OPM's* personal favorite by name alone, Clifford "The Flyin' Hawaiian" Adoptante.

Motocross followers will love this. But will the rest of the EA Big fans? We'll find out in **June**.

HANDS-ON PREVIEW



ALL-STAR BASEBALL 2003

HANDS-ON PREVIEW

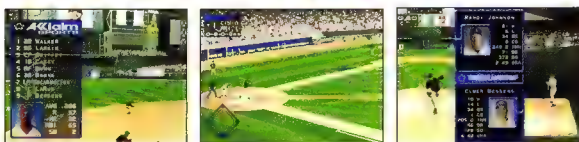
Stuck in the middle

Over a year ago, when we first heard that **Acclaim's** All-Star Baseball was jumping ship from N64 to PS2, we were so excited we started playing pepper in the *OPM* offices. Then the game came out and we were terribly disappointed, prompting the immediate posting of a sign reading, "No Pepper Games." While ASB 2002's pitcher/batter interface was groundbreakingly superb, the rest of the game was sloppily flawed. Fielders grabbed the ball when it was nowhere near them. When you hit the ball, the screen turned black for a second before you could field it. But this year, so far, those problems have been done away with. Now the game fits somewhere between *High Heat 2003's* super-sim baseball and *Triple Play's* arcade slugfest.

Though the gameplay is the biggest boost, there are some really fantastic additions for this **March** release. The deep and addictive Franchise mode allows you to play up to 20 consecutive seasons—but that's not the most ambitious improvement. In the new Create-A-Team mode, you can choose a club to compete in the National or American league. If you've been dreaming of baseball in Alaska, Edmonton or D.C., you can now build the team of your dreams. Meanwhile, the addition of a new trivia game is almost as cool as your bat breaking if it hits just the right spot. And getting saved off by an inside fastball will drop your jaw the first time you see it.

The game could stand to speed up a bit. When pitchers go into a wind-up, they may look daz-zlingly realistic, but if you plan on playing a 162-game season, shaving off some time would be nice.

Will ASB 2003 win the PS2 baseball World Series? The wild card? Or will it miss the playoffs altogether? We'll let you know next month.



FIRST LOOK

Armored Core 3

From **Software's** Armored Core series' tradition of saving major enhancements only for the numerical increases rings true once again with part 3. Along with a killer new graphics engine, this next installment plays host to a bunch of features not yet seen in the series, such as an A.I.-controlled Partner mode, a weapon-dropping system and a four-player Versus mode. But the best news about **AgeTec's** summer release is that the controls have apparently been improved.



Need for Speed: Hot Pursuit 2

It's no secret that *Hot Pursuit* was the finest of the *Need for Speed* games on PS one, so it's heartening that **Electronic Arts** chose to expand on the concept for its **March** PS2 release. Gameplay is essentially the same, you race cool supercars and, in the real meat of the game, try to avoid the cops. There are tons of fabulous rides to open up, many of which you won't find in other games, like various Porsches (including the new Carrera supercar) and the Lamborghini Murcielago.

MX2

Bigger courses, bigger air

With *MX 2002* by far reigning as motocross champ on PS2, we're eager to get our hands on its sequel, *MX2*. [No, we don't understand the logic behind the name either—but then again, the first game was Championship Motocross Featuring Ricky Carmichael, so what does that tell you?] We're especially excited about the addition of nine new multiplayer modes (including one that seems particularly intriguing: Target Jumping), the expansion of the Freestyle mode (allowing you to roam freely through environments much larger and more diverse than before), and the fleshing out of the Career mode, in which players get the chance to court sponsors with their deeds of derring-do. Of course, the game will also include its solid racing mode and a full complement of tricks when **THQ** publishes it this **summer**.

**FIRST
LOOK**



TUROK: EVOLUTION

**HANDS-ON
PREVIEW**

Dinosaur hunting on your PS2

"Take no prisoners. Kill or be killed. Survive or die." Associate these bold words with the first *Turok* title on a Sony system and you might immediately assume them to be the game's tagline. Not exactly. Rather, it represents the attitude of the project's creative director, Dave Dienstbier, about **Acclaim Austin's** view on succeeding in today's first-person-shooter market. He and his fellow developers—the largest team ever assembled for an Acclaim offering—want to release one of the best such games you've ever played when the title hits stores this **September**.

Acclaim's first step in its plan? To take gamers back to where the entire *Turok* legacy began. "This is, for all intents and purposes, *Turok: Episode One*," Dienstbier tells us. This is going to be a return home for long-time fans of the series, as well as a great way to introduce new fans.

The long-time fans he refers to, of course, know *Turok* as one of the Nintendo 64's most popular series. Through four games (three "true" ones, plus the multiplayer-focused *Rage Wars*), gamers stepped into the Lost Land, a prehistoric world replete with dinosaurs and half-human/half-dino evil beings intent on conquering the universe. Only *Turok*—a mantle passed down to the eldest son of the Fireseed lineage—can stop them. The first such warrior was Tal Set, whose late-1800s story begins the *Turok* saga and provides the basis for the events of *Evolution*.

Through what we've experienced of the game thus far (granted, the Xbox version), the potential for a great FPS certainly exists. Beyond featuring some kickass weapons and interactive environments (squash opponents by shooting down trees!), flight levels add a whole new dimension to the action (see sidebar). Count on plenty more coverage of *Evolution* in coming issues.





Airborne Turok

The N64 days reserved Turok to keeping both feet on the ground, as he battled his way through the Lost Land. But as the Turok known as Tal'Set, the original "Son of Stone" (the translation of "Turok" from the language of the Saquin Nation), you can kick some Dinosoid ass atop a huge Pteranodon. From this perspective, gameplay resembles the likes of a Panzer Dragoon, as you blast it out with forces of the Lost Land's original menace, Tyrannus, making sure not to smash into things all the while.



Endgame

Empire Interactive may very well have come up with the perfect solution for Time Crisis II fans who have since longed for something new and similar: Endgame. Put simply, it's as much Time Crisis as it can be without being Time Crisis. Seriously. The play mechanics are identical to Namco's shooter, and the game has the exact same arcade feel to it. Though it remains to be seen if this **spring** release can match up to Namco's previous hits, Endgame hasn't disappointed us so far.



Pride FC

Pride FC, the sport: Picture UFC in a boxing ring instead of an octagon and you've got the basic gist. It's a brutal event pitting students of various martial arts against one another in a bloody, bone-shattering competition. Pride FC, the game: Picture UFC for PS one with faster frame-rate, sharper graphics and quicker response time—in a boxing ring instead of an octagon. The game, due out from **THQ** this summer, will feature over 25 fighters, a Create-A-Fighter option...and lots of anger.



Scooby-Doo!

Heavy Iron Studios, developer of *Evil Dead: Hail to the King*, aims for a somewhat younger crowd with its newest project: *Scooby-Doo!* [working title], due out this **spring** from **THQ**. The game appears to feature standard platformer fare in terms of gameplay, though we have to admit that the graphics look spectacular. The game includes the original vocal cast, but the real bonus is the scheduled roster of guest voices: Tim Curry, Tim Conway and *Don't Mess With the Doctor*'s Aw, yeah.



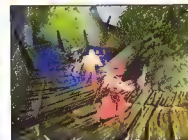
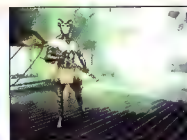
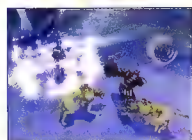
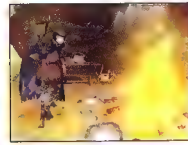
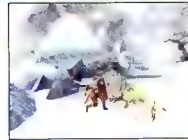
Monster Jam: Maximum Destruction

Responding to a massive groundswell of demand, **Ubi Soft** is finally releasing its monster truck game this **March**. [OK, so we only got two e-mails asking if there'd ever be a monster truck game. Whatever.] *Monster Jam* features a collection of 29 licensed trucks battling it out in eight different arenas. All the customary car-combat conventions are here: weapons, interactive elements and plenty of hidden areas. Think of it as *Twisted Metal* for people who marry their first cousins

SUMMONER 2

A new perspective

The original *Summoner* was one of the first RPGs on the PS2, but its success was hindered by an assembly of hard-to-overlook flaws. But developer **Volition** has set out to address these issues with the release of the sequel, due this **fall** from **THQ**. In *Summoner 2*, players take on the role of the Queen of Halassar, a powerful figure deemed by her subjects to be a "goddess reborn," as she sets out to save the world. This prospect should be a lot more appealing through the use of a new camera angle that actually makes it possible to view your surroundings adequately. Also, a modified real-time battle system should keep things moving along a bit more swiftly than in the original. We've also been told that the dialogue system will be restructured so as to be more fluid and believable. Better late than never, right?



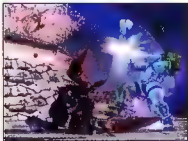
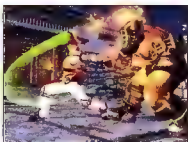
SOUL CALIBUR 2

Finding that perfect balance

One of the reasons this month's cover star, *Virtua Fighter 4*, works so well is that it successfully blends the elements of hard-core and mainstream fighting games, making it a perfect title for just about any gamer to pick up and play. Sega's Yu Suzuki stated that one of his biggest difficulties in creating his game was retaining the traditional *Virtua Fighter* mechanics while at the same time broadening the game's appeal. Namco's *Soul Calibur* team admits that it faces the same dilemma for its highly anticipated sequel.

Though many suspect that the limited appeal of the original *Soul Calibur* directly related to its short-lived hardware, the Dreamcast, the *Soul Calibur* team blames it partly on the game's inaccessibility. Believe it or not, many people were turned off by unfamiliarity with the game's unique fighting engine and ambiguity over how it prioritized moves. This is what the creators are focused on perfecting this time around, claiming that *Soul Calibur 2* will feature much more of an emphasis on all-out fighting rather than the memorization of moves. Also, things like "Ring Outs" (matches ending due to a player falling out of the ring) are far more infrequent in the sequel, just as Sega toned them down for *Virtua Fighter 4*. And while we're often weary of hearing about games catering to a more mainstream audience, judging by what Yu Suzuki and crew were able to accomplish with *Virtua Fighter*, the possibilities for *Soul Calibur 2* definitely excite us—especially if more people discover the coolness of the weapons-based 3D fighting gameplay.

Unfortunately, *Soul Calibur 2* still lacks any sort of release date, but we're hoping to see it before the end of the year.



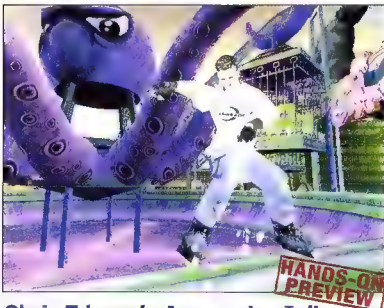
Movie Update

As regular *OPM* readers should already know, a *Soul Calibur* movie is in the planning stages, and this one has a strong enough foundation to turn out well. Legendary Hong Kong director Sammo Hung will head up the project, and he's expressed an interest in chasing Jackie Chan for one of the lead roles. According to a recent update on www.sammohung.com, Namco has apparently nearly finalized negotiations with a movie studio, and production on the film should start sometime this year.



Barbarian

Titus' Barbarian touts Power Stone-like kick/punch gameplay with pick-up-and-toss objects (trees, boulders, etc.), 3D multilevel environments, and bots you can either fight with or against. Unlike other fighters, though, its RPG elements—a choose-your-own-adventure-style single-player campaign and a character level-up point system—set it apart. What we've played so far could use a few tweaks, but developer **Saffire** promises its hybrid baby will please all by **spring**.



Chris Edwards Aggressive Inline

Before we saw this game, we quite frankly expected nothing more than a waste of time. We'll admit now, though, that we were dead wrong. **Aggressive Inline** could be a real sleeper hit. In a nutshell, it's Tony Hawk 3 meets Dave Mirra 2. In the famously interactive environments, you can break apart a Ferris wheel at an amusement park, tear up a haunted house at a film studio and more, opening up some huge levels. **Acclaim** could really turn heads this **summer** with this one.

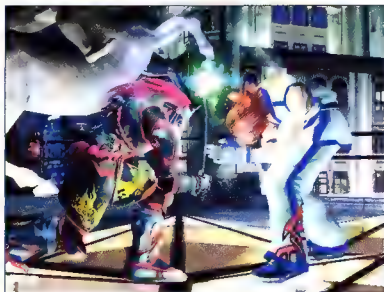
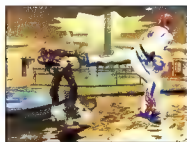
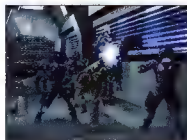
TEKKEN 4

Fight Club 2002

With *Virtua Fighter 4* proving itself considerably more impressive than anyone could have possibly anticipated, the pressure now applied to **Namco's Tekken 4** is even more considerable. It's been awhile since *Tekken 3* and *Tekken Tag Tournament* failed to really push people's pugilistic buttons back at the end of 2000. When *Tekken 4* hits stores in **September**, it has a lot to prove.

As with previous episodes, the main fighting comes supplemented with a host of extra modes, the most radical of which is "Tekken Force" (right), a *Final Fight*-style game that has you punching and kicking your way through hordes of bad guys.

The main game, as expected, has gone through some major overhauls, too. As you can see from the screenshots, the most obvious changes have been made to the graphics, which are so much more impressive than those in *Tekken Tag* that you'd be forgiven for not realizing they're both from the same series. The characters have been beefed up enormously (and aged some more, too—Paul in particular is starting to look a little grizzled), but more importantly, the dynamics of the arenas have changed. Gone are the infinite plains of past games; now you're in a confined area, where slamming your opponent up against a wall is a vital tactic for a quick victory. Expect to see lots more updates on *Tekken 4* as the screens continue to pour in.



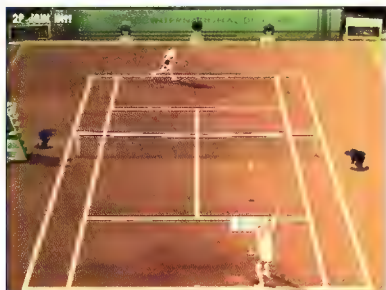
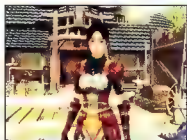
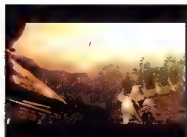
ONIMUSHA 2: SAMURAI'S DESTINY

Nobunaga returns with a vengeance

An arrow through the larynx is a pretty tough thing to recover from. Yet, in *Onimusha: Warlords*, we saw legendary Japanese warlord Nobunaga do such a thing only to return more powerful than ever...with a little help from the demonic underworld, that is. And even when you as Samanosuke defeated his boss, the head demon Fortinbras, you knew that didn't mean the end of Nobunaga's thirst for power. Set 10 years later, *Onimusha 2* continues the story.

Yep, Nobunaga returns with nothing but unrelenting Japan under his undead rule in mind. This becomes apparent in the game's beautifully rendered computer-generated opening sequence (not unlike that in the first game in terms of quality), in which a small army of mounted demon warriors led by Nobunaga attacks a peaceful Japanese town. The villagers don't stand a chance, as fire arrows bombard their homes—even the people themselves—for an intense couple of minutes. Nothing remains, as a once lively village now exists as a pile of ash and ruin. That's where the game's new hero, Jubei Yagyu, steps in. Swearing revenge, he sets out on a quest to destroy Nobunaga and anyone who stands in his way.

And he's not alone. As the opening CG sequence shifts from Nobunaga's attack to a more light-hearted introduction of characters, we meet the four other adventurers who may—or may not—elect to help J.Y. out. It all depends on the way you interact with others, an *Onimusha* first that adds a bit more of an RPG element to the series. In addition to taking control of potential allies, don't be surprised if they fight alongside you thanks to computer A.I. **Capcom** has other new surprises in store for this **summer** release, as well. Expect a full hands-on preview next month.



Smash Court Tennis: Pro Tournament

Fans of the Virtua Tennis series should circle **March 27** on their calendars—they'll love **Namco's** *Smash Court*. It features eight pros, including Agassi, Sampras, Hingis and sports' answer to Britney: Anna Kournikova. But the real fun is in the tennis. While the fact that shots rarely soar out of bounds perplexes us, we love competing at the four major tournaments, particularly the clay courts at the Paris Open.



Transworld Surf

A part of the previously released Xbox title, this surfing game from **Infogrames** features a slew of real-world pros to pick from and real-world locations in which to hang 10. Doesn't sound too groundbreaking, sure, but *Transworld* comes from **Angel Studios** (of *Midnight Club* and *Smuggler's Run* fame) and should still be a fun ride. One interesting element is the karma meter: Fail to behave nicely with sea creatures or other surfers, and it'll come back to haunt you!



Shadow Man: Second Coming

Chances are, if you went out to your local game store **right now** you'd be able to pick up a copy of this dark, intriguing sequel from **Acclaim**. Promising over 30 hours of gameplay, a day/night and weather cycle, and six enormous arenas, the game should satisfy fans of the voodoo-laden story who might have been disappointed by the lack of atmosphere in the original PS one version. But parents, take note: If it's anything like the first title, this will be a very adult game.



Hot Wheels

You know you love Hot Wheels. Everyone does. It's just a matter of degree. Well, **THO** is looking to make the wish of every Hot Wheels fan come true this **fall** with this tentatively titled release. The concept for the game was to build an entire city along the lines of the jumps, loops and twisting tracks that make the toys such a blast. The result seems to bear a strong resemblance to Rumble Racing (which is a good thing) with lots more crazy stunts (even better).

MR. MOSQUITO

The mosquito formerly known as Ka

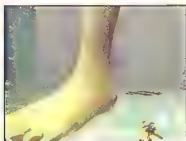
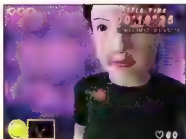
Rarely are we so delighted to be wrong. You see, back in *OPM* 49 we profiled a mosquito "simulator" titled *Ka* in our "Only in Japan!" column. Heck, we even quoted an Attus representative who claimed that the chances of someone bringing this quirky game to the States "are about as good as my getting a date with Charlize Theron." Well, get your shoes polished, Gail Salamanca, because it looks like *Mr. Mosquito* will be picking you up for dinner and a movie! In fact, **Eidos** has created a new boutique label, **Fresh Games**, which will specialize in unique titles like *Mr. Mosquito*, which is due out this **spring**.

So just what is it about *Mr. Mosquito* that has us all abuzz? Let's start with the premise: You're a mosquito who terrorizes the hapless Yamada family. In stage after stage, you zip around different rooms searching for the right spot to dive in, dip your proboscis, and draw some yummy Yamada blood. Naturally, you have to be careful about it—you don't want to be spotted, else you go into battle mode (more on that below). And while drawing blood, you need to time your sucking just right to maximize your intake while minimizing the irritation. Draw a bit too hastily and you might find yourself plastered to the palm of a slap-happy hand! The environments also come into play: You can fly into a light switch or a TV remote, for example, to trigger a distraction—and in later levels you also have to contend with bug spray, zappers and other sorts of nasty obstacles.



Metal Gear Mosquito?

Stealth plays a big role in *Mr. Mosquito*. The premise of the game is to sneak around, seizing the right moment to draw blood without being spotted. So what happens if one of the Yamadas notices you nosing about? You enter a bizarre battle mode, with the human chasing you around, swatting, kicking, spraying and otherwise trying to squish you. The only way out is to lock on to various "sworn" points and dive in for a quick nibble, causing your foe to "RELAX!"



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Violence



PlayStation 2

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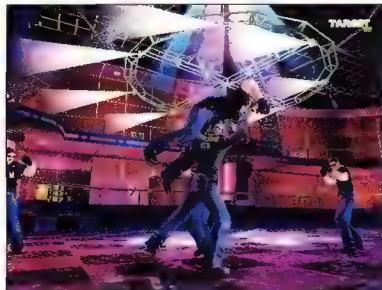
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you played **Dracula**, the sequel to Bram Stoker's classic novel from 1897. **Dracula**: The Resurrection, you can add to the list of the filmmaker's exploits. This **March**, last Saturday picks up where *Resurrection* left off, as Jonathan Harker, recently having saved Mina from the evil clutches of the infamous vampire, tries to get his son away from the creature and to find a woman to play in his role.

[illegible]

So while Jack may not be enjoying his best days, you just might when the game hits this **June**.



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Core, Madden NFL 98, Cool
Boarders 2, Colony Wars

Issue 3
December 1997
Cool Boarders Strategy
Demo Disc playables: Bustle
Blade, Vs. Star Wars: Masters
of Terrible SYN, Ghost in the
Shell, Mob Racer, Test Drive 4

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Tom Raider II Strategy
Demo Disc playables: NFL
GameDay 98, CART World
Series, Frogger

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Alundra Strategy
Demo Disc playables: NCAA
GameBreaker 98, Tom
Raider II, Command &
Conquer: Red Alert, Crime
Killer

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March 1998
Demo Disc playables: Woody
Racer, Monster Rancher,
Shipwreckers
non-playables: Alundra, NBA
ShootOut 98, Saga Frontier,
Mega Man Neo

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Resident Evil 2 Strategy
Demo Disc playables: Hot
Shots Golf, Pitfall 30, WCW
NITRO, One

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Tomb Raider Strategy
Demo Disc playables:
Einhänder, Enter the
Gekko, Kinniku

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June 1998
Tomb Raider 3 Strategy
Demo Disc playables: Cardinal
SYN, Vigilante & Forsaken,
N2K, TOCA, Dead or Alive

Issue 10
July 1998
Demo Disc playables: Gran
Turismo, Tombat, The
Greenstreak Saga, Jersey
Devil, NBA ShootOut, Blasto,
Speed Racer
non-playables: NFL Xtreme,
MLB 99, Tekken 3

Issue 11
August 1998
Vigilante 9 Strategy
Demo Disc playables: Tekken
3, Turbo Pro Racing

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September 1998
Elemental Gearshift Strategy
Demo Disc playables: Spyro the
Dragon, Duke Hudson: Time to
Kill, WWF War Zone, The
Unholy War, S.C.A.R.S.

Issue 13
October 1998
Spyro the Dragon
Demo Disc playables: Metal
Gear Solid, Legacy of Kain: Soul
Reaver, Test Drive 5, Devil Dog,
Brawling Bowling, Winx, NFL
Xtreme, Cool Boarders 3

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Demo Disc playables:
MediEvil, WarCrimes Defcon II,
Dragon Seeds, 0-Dark30,
Futaba Cap LA.P.D., Colony
Wars Vengeance
non-playables: Crash
Bandicoot, WARPER, Tenchu,
Tai-Fu, Raptur, Ab's
Exodius, Brave Fencer
Musashi, You Don't Know
Jack

Issue 15
December 1998
Crash Bandicoot Strategy
Demo Disc playables: Tomb
Raider III, Crash Bandicoot:
WARPER, Bombberman World, A
Bug's Life, Rammix, Wily,
Kopernicus, Metal Gear Solid, Gran
Turismo

Issue 16
January 1999
Tomb Raider III Strategy
Demo Disc playables: Silent
Hill, Moto Racer 2, Brave
Fencer Musashi, Apocalypse,
Tai Fu

Issue 17
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Issue 18
March 1999
Sphinx Fighter Strategy
Demo Disc playables: Sphinx
Fighter, Best & Groove, Shadow
Madness, Fisherman's Ball, Atoli
the Heartless, No One Can Stop
Mr. Doorme, Street Skider

Issue 19
April 1999
Silent Hill Strategy
Demo Disc playables: R4: Ridge
Racer Type 4, WCW/NWo
Thudok, Rokaage, Warzone
2000, Raptur, Search for
Reptar

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May 1999
Legend of Legaia, Contender

Issue 21
June 1999
Gex 3 Strategy
Demo Disc playables: Oddworld:
Abel's Exodius, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4,
Eino's Letter Adventure

Issue 22
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Street Fighter Alpha 3 Strategy
Demo Disc playables: Ace
Escape, MLB 2000, The Next
Tribes, Tony Hawk's Pro Skater
2, C. Bloody Bear 2

Issue 23
August 1999
Age Escape Strategy
Demo Disc playables:
Final Fantasy VIII, 3 Xtreme,
Tomb Raider, Jake Cocoon,
Micro-Tank V-X, You Don't Know
Jack, Centipede, Ultimate 8-Ball

Issue 24
September 1999
Jake Cocoon Strategy
Demo Disc playables: Un
Janner Lanny, Seed Storm,
Choochie Racing, Pro, Menace
Grand Prix Picking

Issue 25
October 1999
Final Fantasy VIII Strategy
Demo Disc playables: Metal Gear
Solid, Wipeout 3, Omega Boston,
NFL Xtreme 2, Jet Moto 3, Toy
Story 2, Pac-Man World

Issue 26
November 1999
Disc Crisis Strategy
Demo Disc playables: Grandia,
Legacy of Kain: Soul Reaver,
Killer Loop, 40 Winks, NFL Blitz,
Crash Bandicoot: WARPER, Cool
Boarders 3

Issue 27
December 1999
Crash Team Racing Strategy
Demo Disc playables: GT 2,
Madden NFL 2000, NFL
GameDay 2000, NCAA Game
Breaker 2000, Cool Boarders 4

Issue 28
January 2000
Resident Evil 3: Nemesis Strategy
Demo Disc playables:
Dino Crisis, NHL FaceOff 2000,
NBA Basketball 2000, Tarzan,
Army Men: Air Attack, WCW
Mayhem

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February 2000
Medal of Honor Strategy
Demo Disc playables: Tombat 2,
Tomb Raider: The Last Revelation,
SuperCross Circuit, MTV Sports
Snowboarding

Issue 30
March 2000
GT2 Strategy
Demo Disc playables: Sphinx
Filter 2, Crash Team Racing,

NCAA Final Four 2000, Spyro 2,
Silent Bomber, Twisted Metal 4

Issue 31
April 2000
Saga Frontier 2 Strategy
Demo Disc playables: Colony
Wars: Red Sun, Spider-Man,
Eagle One: Harrier Attack, Hot
Shots Golf 2, Rokaage: Stage II,
Gekko

Issue 32
May 2000
Sphinx Filter 2 Strategy
Demo Disc playables: MediEvil
II, NBA March Madness 2000,
NASCAR NASCAR, Speed Parks,
Raptur Studio Tour

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June 2000
Fear Effect Strategy
Demo Disc playables: X-Men
Mutant Academy, Threats of
Fate, WWF SmackDown!,
Gauntlet Legends, Grind Session

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July 2000
Tony Hawk's Pro Skater
Demo Disc playables: Tony
Hawk's Pro Skater 2, Legend of
Dragon, MLB 2001, Mr. Driller,
Star Trek: Invasion

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August 2000
Who Wants to be a
Millionaire
Demo Disc playables:
Star Wars Episode 1: Jedi Power
Battles, Jordan 2, WWF:
Magical Racing Tour,
Destruction Derby Rival, Play
with the Teletubbies

Issue 36
September 2000
Soul Reaver 2
Demo Disc playables: Grind
Session, Rayman 2: The Great
Escape, Mr. Pac-Man Maze
Madness, Dora: Where's Freestyle
BMX, Tyco R/C Racing

Issue 37
October 2000
Star Wars
Demo Disc playables: Best A-
Crown 2, RC Revenge, Team
Buddies, Sydney 2000, Muppet
Monster Adventure, Sno-Cross
Championship Racing

Issue 38
November 2000
PS2 Revealed
Demo Disc playables: Crash
Bandicoot, Incredible Crisis, Jarrett
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Spyro: Year of the Dragon, UFC
plus Metal Gear Solid 2 video!

Issue 39
December 2000
Crash
Demo Disc playables: Madden
NFL 2001, Star Wars Demolition,
MTV Sports Fun Ride, Matt
Lempert's Pro BMX, Disney's The
Emperor's New Groove



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Gran Turismo 3
Demo Disc playables:
Driver 2, Spider-Man, The
Sims, 100 Bullets, Army Men: Air Attack 2



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Molt: Frontline
Demo Disc playables: Cool
Boarders 2001, MediEvil 2,
Legend of Dragon, Empire's
New Groove, Metal Gear Solid,
Legacy of Kain: Ace Escape,
Tekken 3, Sphinx Filter 2



Issue 48
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ICO
Demo Disc playables: Mat
Hoffman's Pro BMX
Video previews: Disney's
Atlantis: The Lost Empire,
Ooogie: Shadow King,
Escape from Monkey
Island, Drakon II: Legion,
The Legend of Excalibur



Issue 52
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January 2002
Jak and Daxter
Demo Disc playables:
Monsters, Inc., Sheep
Raider, Mary Kable and
Kobay's Crash Course,
Jumpstart Wild Safari
Field Trip, Video previews:
Herry Potter and the
Sorcerer's Stone, NBA
ShootOut 2002



Issue 41
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Z.O.E.
Demo Disc playables:
Spyro: Year of the Dragon,
Hot Shots Golf 2, Grind
Session, Disney's Tarzan



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June 2001
Bark Cloud
Demo Disc playables:
Grind Session, Hot Shots
Golf, Dino Crisis, Kinniku



Issue 49
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October 2001
Silent Hill 2
PS2 Demo Disc playables:
Cool Boarders 2001, Ico,
Kinniku 2: Lincoln's Veld,
Gauntlet: Dark Legacy,
Star Wars: Super Bombad
Racing, Portal Runner,
Legacy of Kain: Soul
Reaver, Spy Hunter



Issue 53
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February 2002
Final Fantasy X
PS2 Demo Disc playables:
Ooogie: Shadow King, SSK
Tomb Raider, Final Fantasy X,
TimeSplitters 2, Dynasty
Warriors 3, Crash
Bandicoot: The Wrath of
Cortex, Video previews:
Batman: Vengeance,
Splatoon, Tony Hawk's
Pro Skater 3



Issue 42
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March 2001
EA Sports Big
Demo Disc playables: CTR:
Crash Team Racing, Hot
Shots Golf 2, Grind
Session, Disney's Tarzan



Issue 46
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July 2001
Tomb Raider
Demo Disc playables:
Tomb Raider II, III & Last
Revelation, Alone in the
Dark, Gran Turismo 2,
Dora: Where's Maximilian
Remix, Aladdin in Nasira's
Revenge



Issue 50
\$10
November 2001
Grand Theft Auto III
Demo Disc playables:
Spider-Man 2, Kinniku
Madden Adventure 2, Barbie
Explorer, Crash Bandicoot:
WARPER, Spyro: Year of the
Dragon, Twisted Metal 2,
Sphinx Filter 2, Tekken 3
Video previews: Dragon
Warrior VII, Sphinx Filter 3



Issue 54
\$10
March 2002
Tomb Raider
Demo Disc playables: Sheep
Raider, Disney's Pixar's
Monsters, Inc., Twisted
Metal: Small Brawl,
Scooby-Doo and the Cyber
 Chase, ET Interactive
Mission, Video previews:
Tony Hawk's Pro Skater 3,
Jak and Daxter: The
Precurser Legacy, Batman:
Vengeance



Issue 43
\$10
April 2001
Twisted Metal: Black
Demo Disc playables:
Crash Team Racing, Hot
Shots Golf 2, Grind
Session, Disney's Tarzan,
Tigger's Honey Hunt



Issue 47
\$10
August 2001
Final Fantasy
Demo Disc playables:
Final Fantasy VIII
Video previews: Final
Fantasy VII, FFIX, FF
Tactics, Kingdom 2, Star
Wars: Super Bombad
Racing and the Final
Fantasy movie trailer



Issue 51
\$10
December 2001
Metal Gear Solid 2
PS2 Demo Disc playables:
NBA Street, Kinniku,
Einhänder, Gallop
Razer 2000
Video previews: Jak and
Daxter: The Precurser
Legacy, Ico, GameDay 2002,
Kinniku



Issue 55
\$10
March 2002
Tomb Raider
Demo Disc playables: Sheep
Raider, Disney's Pixar's
Monsters, Inc., Twisted
Metal: Small Brawl,
Scooby-Doo and the Cyber
 Chase, ET Interactive
Mission, Video previews:
Tony Hawk's Pro Skater 3,
Jak and Daxter: The
Precurser Legacy, Batman:
Vengeance



V I R T U A F I G H





ER 4

THE VIRTUA FIGHTER SERIES HAS ALWAYS BEEN SOMETHING PRETTY DAMN SPECIAL. NOW THAT SEGA'S OWN HARDWARE ISN'T PLAYING HOST, PLAYSTATION 2 OWNERS WILL HAVE THE PLEASURE OF ENJOYING THE GAME EXCLUSIVELY.

By John Davison
Special thanks to James Mielke

SYSTEM: Arcade/Model 1 board
 YEAR RELEASED: 1993
 NOTES: Genre-defining fighting game. The one that started this whole "3D" thing. Features flat-shaded polygonal models. A first of its kind.

SYSTEM: Sega Saturn
 YEAR RELEASED: 1995
 NOTES: Crappy port. The gameplay remained wonderfully intact, but the glitchy graphics impressed almost no one. The U.S. version was slightly less glitchy than the rushed Japanese version.



SYSTEM: Sega Saturn
 YEAR RELEASED: 1995
 NOTES: Sent to registered Saturn owners in the U.S. free of charge, Sega makes amends for the poor quality of the original port with texture-mapped versions of the VF1 characters. The glitchiness is no longer a glaring issue.



Fighting games have to be pretty special to really catch the attention these days. Although a massively popular genre, the past year or so has seen remarkably quiet sales. From some of the most hardcore games that have made their way from the arcades.

For fighting games to get back into the limelight, they need a new hero. Tekken Tag Tournament didn't quite cut it back when the PS2 launched. Dead or Alive 2 was always riding shotgun, and the 2D Capcom fighters don't have the kind of broad appeal that a good 3D fighter can generate. Let's face it, we all really want something to make all those smug Xbox owners shut up about Dead or Alive 3, too.

THE RENAISSANCE

This year, we're going to see something of a renaissance in the genre with all of the major franchises making their bid for dominance. First out of the gate, though, is Sega's Virtua Fighter 4 game that originally failed to really raise many hopes from PS2 fans when it was first announced to be exclusive on the system back when Sega switched its efforts from hardware to software. We chose to

bring Virtua Fighter 4 to the PlayStation 2 because of its large, worldwide user base. Sega AM2 boss Yu "Mn Virtua"

"This year, we're going to see something of a renaissance in the genre."

Fighter? Suzuki teases us, wanted to expose as many people to the Virtua Fighter universe as possible, and right now, the PlayStation 2 is the best vehicle for that.

For PlayStation owners, the Virtua Fighter games were always representative of the



The character who'll play a more important role in the console game, and to the other fighting games, as it helps give the franchise and energy in their development.

The game tracks all your stats for you, and it's in your best interest to keep the win/lose ratio in favor of wins.



enemy. Back in the days when the PS one was walking all over the Sega Saturn, few rivalries could have typified the relationship between the two systems than the "Tekken versus Virtua Fighter" argument. In truth, while PlayStation owners were having an awesome time with Tekken, they were also missing out on a really great series of games by ignoring the Saturn. Arguably the "purest" 3D fighter around, Virtua Fighter takes a more realistic approach to the genre and presents the combat with what can sometimes appear to be beautifully choreographed grace.

EDGE OF THE SEAT

Virtua Fighter 4, it has to be said, has really taken our offices by storm over the past month. After early dabbling with the Japanese version of the game, all-out rivalries were soon developed and frequent challenges issued between editors of the Official U.S. PlayStation Magazine and sister magazine Electronic Gaming Monthly.

"So do you want your ass handed to you?" is the challenge

phrase of choice, and something which often develops into several hours of feverish Dual Shock abuse, frantic shouting and intense concentration. If you're ever observing a two-player match of VF4, you'll know it's getting wild when the players gradually edge forward in their seats before eventually balancing half a buttock on about half an inch of chair. Their upper torsos will be leaning as far forward as possible as if this will

"For PlayStation owners, the Virtua Fighter games were always representative of the enemy."

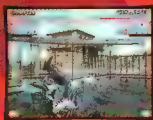
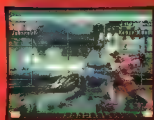
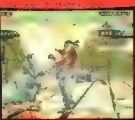
somehow aid hand-eye coordination. This painful-looking pose will then be held for extensive periods of time, only to be broken when a previously undetermined number of wins are achieved, and a self-proclaimed winner will begin making comments about his opponent's parentage.

While this may not be unusual behavior for fans of the genre who have found a soul mate with a penchant for pugilism, it

VIRTUA FIGHTER 2

SYSTEM: Sega Saturn
YEAR RELEASED: 1995
NOTES: Released just in time for Christmas 1995, Virtua Fighter 2 makes people forget that the Saturn is in deep ship, if only for a second. Despite Toshinden kicking its ass, saleswise, VF2 rewards the Saturn-faithful with gameplay-perfect port. Detractors cite the lack of a bridge in Shun Di's stage as a perfect example of the Saturn's inferiority to the PlayStation. Interestingly, the Japanese version of Shun Di would turn red with every swig of his wine bottle. This "feature" was excised from the U.S. version. VF2 also marks the debut of an artificial-intelligence system that learns your fighting tendencies, requiring you to change your game. If you keep running the same moves over and over again, you'll get whooped. This A.I. program eventually figures largely into VF4.

SYSTEM: Arcade/Model 2 board
YEAR RELEASED: 1994
NOTES: Added texture-mapping while running at 60 frames per second. Adds two characters.



VIRTUA FIGHTER KIDS



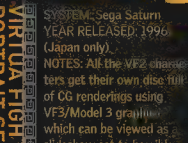
SYSTEM: Saturn-based arcade-compatible Saturn board/Sega Saturn
YEAR RELEASED: 1998
NOTES: Designed as a VF-lite for beginners, VF Kids was mostly a way for AM2 to experiment with texture-swapping facial expressions (on the perfect palette of big-headed super-deformed characters), and that thing we like to call "head-tracking." Loads of hidden secrets made this a great game for fans of the series.

VIRTUA FIGHTER MEGAMIX



SYSTEM: Sega Saturn
YEAR RELEASED: 1996
NOTES: The greatest 3D fighting game of its time, Megamix, while not technically a Virtua Fighter game, featured a wealth of VF characters, while adding characters from AM2's Fighting Vipers game, as well as from their Sonic the Fighters (arcade) game. Other unique characters, like Janet from Virtua Cop and Daytona USA's Hornet car also made appearances as playable fighters.

VIRTUA FIGHTER PORTRAIT SERIES



SYSTEM: Sega Saturn
YEAR RELEASED: 1996 (Japan only)
NOTES: All the VF2 characters get their own disc full of CG renderings using VF3/Model 3 graphics, which can be viewed as a slideshow set to horrible karaoke music consisting of J-pop and atonal hair-metal.



Throws and reversals play a big part in the combat, but the skills to do so can take a while to master.

certainly is unusual when self-proclaimed "casual fighting" game fans "are locked in mortal combat with others of similar taste. It's safe to say that Virtua Fighter 4 has that certain "special something."

It's arguable that any half-decent fighter can make a pretty good stab at a two-player experience. After all, set up a combative environment and the testosterone in the air alone will

effect, the game takes on a life of its own as it sucks you in and practically forces you to relate to one particular character and master every conceivable move (of which there are many).

RELENTLESS

Once the fun of a two-player game is no longer available (thanks to every possible opponent being either too insulted or too exhausted to bother playing

"The real fun starts when you forge a spooky bond with one of the characters."

bring about an atmosphere of two big dogs snarling at each other. "In general, male animals have a fighting instinct in order to protect females when they are giving birth," Suzuki tells us. "I think that fighting games tap into this primal instinct."

What we have here, though, is something with scalable hardcoreness. That may be a clumsy way of putting it, but it's difficult to describe in any other way. When you start playing, the tendency is to mash buttons and watch the pretty graphics as they dance around with a certain degree of intent. As soon as you start landing punches and kicks that eventually have the desired

you, many of the true intricacies of VF4 become apparent.

Whereas most fighting games throw a predictable selection of modes at you (arcade, challenge, survival, whatever...catch me, I'm falling asleep from boredom), VF4 spices things up considerably. Obviously it has an arcade mode, which lets you pick a character, fight everyone, and then go up against the "bad guy" Dural who is a T-1000-style robo-chick who will invariably kick your ass like it has a big sign saying "kick me" on it. This is all really fabulous, but the real fun starts when you forge a spooky bond with one of the characters.

You've read about particle effects. Now see them in action doing a good impression of water splashes.



Pick a fighter and choose an amusing moniker as a ring name that will save to the memory card, and then load up the mode called "Kumite" (pronounced KOO-mi-tay). Rather than working toward a set objective, Kumite is a relentless

accordingly on the game in Japan (VFA units are networked in the arcades). Second, you'll notice that all your stats are being tracked by the game, and as you win more and more fights, you'll start finding yourself in "ranking" matches,

...just remember this: People ranked as Dans are hard-asses."

and apparently endless series of fights which I suppose loosely resemble a kung-fu tournament. You begin as the very lowest of the low, a 10th-level Kyu. At this level, you may as well have a big "L" for "loser" tattooed to your forehead, but fortunately it doesn't last long. Fighting through the opponents reveals several things. First, all these guys have cute names too, and fight with varying abilities. This is because they have been lifted from saved files on various Virtua Fighter 4 arcade machines in Japan and technically you're fighting against computerized approximations of "real" people that are ranked

where you have the opportunity to improve your status. Rankings move from 10th to 1st Kyu and then switch to 1st Dan, and work their way up from there. Anyone with a cursory knowledge of martial arts will no doubt be stroking their chins and nodding sagely right now. For the rest of us uncultured numbskulls, just remember this: People ranked as Dans are hard-asses.

Next, you'll notice that winning some fights results in a little treasure-chest icon appearing at the bottom of the screen. Later, if you quit out of Kumite and check out the Edit Character option on the main menu screen, you'll learn that these treasure chests contain goodies that allow you to customize the way your character looks. Outfits, colors, hats, sunglasses, shoulder pads, jewelry and various items of clothing appear at fairly regular intervals throughout the game, and quickly checking out what new stuff you've "won" can be a very rewarding part of the game.

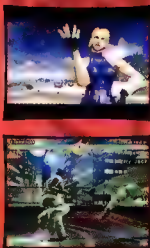
The beauty of the Kumite mode is that theoretically you would have to play it for hundreds of hours in order to get

SYSTEM: Arcade/Model 3
YEAR RELEASED: 1996
NOTES: With each iteration of the Model-whatever hardware roughly three times as powerful as the last, this meant that Virtua Fighter 3 was pushing in excess of 1 million polygons a second. In 1996 these were mind-crushing numbers. The hardware also added in features that were common even on consoles like the PlayStation (transparency, light-sourcing, shading, etc.), but were not featured on the older Model 2 board. New characters Taka-Arashi and Aoi are added.



SYSTEM: Arcade
YEAR RELEASED: 1997
NOTES: VF3tb was essentially the same game as VF3 but with added multi-character tournament battles, hence the "tb." Everyone gets a few new moves, while Taka-Arashi gets new jump moves.

SYSTEM: Dreamcast
YEAR RELEASED: 1998 (Japan), 1999 (U.S.)
NOTES: Genki handles the port since AM2 is busy working on Shenmue. The port is the same 1-fight mode of a VF game yet, but it's still not perfect. The Japanese version, which launches with the system, comes with a disc called Project Berkley, which is a long-ass interview with Yu Suzuki blabbing on about Shenmue, which is not actually shown at any time. Even more maddening is the fact that the version does not include a versus mode. Sega swiftly implements one for the U.S. release. A first-person mode is included, giving players a unique perspective on the fighting. AM2 continues its stubborn trend of not including CG endings for the individual characters.



A.I. TRAINING MODE

Training, sparring and mastering the characters in VFA are only the beginning. Once you feel the need for something a bit different, you can switch tactics and start training an artificial intelligence to fight the way you do. While this may sound like the stuff of science fiction, it's actually a remarkably rewarding part of the game. "Teach" your chosen fighter moves that you like to perform, and then let it loose into one of the game's fighting modes (either against human or CPU-controlled opponents) and it will develop. As you watch your character fight, you can interact with it and tell it when it has performed a move you particularly like, and its repertoire will then expand accordingly. You can even save replays of your own fights and let the A.I. system "watch" and learn from what you do. Sounds kinda spooky, huh?



CHARACTER PROFILES

The cast of the Virtua

Fighter series has changed, somewhat over the years,

but the most popular

remain. Although no one is officially the "main" fighter in the game, most fans

associate Akira as being the equivalent of Street

Fighter's Ryu. In terms of fighting styles, the game is

remarkably well-balanced,

with all sizes and strengths of character represented.



AKIRA YUKI

Kung-Fu teacher from Japan turned poster boy for the Virtua Fighter series. His punches are harder than being hit with a truck full of rocks.



PAI CHAN

She's tiny, fast, nimble and an action-movie star from China. In the hands of a true master she'll poke and jab you into submission with tiny punches and kicks.



JEFFERY MCWILD

Grumpy-looking cook from China with an elaborate wardrobe, plus he's Pai's pop. Love him for his lightning-speed punches, fancy roundhouses and silly shoes.



WOLF HAWKFIELD

He's a wrestler. From Canada. Do you need to know more? He's pretty fast for a big guy, and has some killer long-range moves that will take you by surprise.



JEFFERY MCWILD

Despite having a silly name and spookily shiny skin, this fisherman from Australia is another remarkably versatile big guy. He likes to strike muscle poses.



KAGE-MARU

Occupation: Ninja. This means he gets to wear dark-colored pajamas and perform seemingly super-human moves.



LEI LEI

Would he be forgiven for thinking that this monk from China is all sleeves and no game, but learn his moves and his relentless attacks are devastating.



JACKY BRYANT

Try to pronounce this Japanese college student's name. If you can, you're one step closer to mastering her than most. Big trousers belie devastating kicking attacks.



LION RAFALE

There's a good chance that his name lost something in the translation, as there probably aren't many college students from France called Lion. Nice hair though.



SHUN DI

The comic relief has arrived. This herbal doctor from China has a bit of a drinking problem, but fights in the drunken-master style.



JACKY BRYANT

Quits why an Indy-car racer from the U.S. is doing as part of a big fighting tournament is beyond us, but his attacks are fast and powerful, and he has a great collection of jackets.



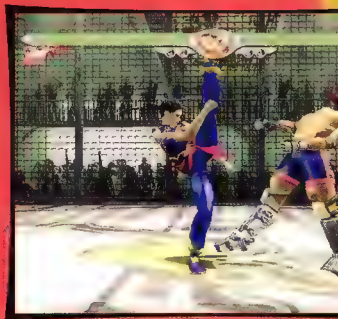
SARAH BRYANT

One of the best all-rounders in the game, this college student from the U.S. is a fast, powerful fighter with tight pants and an attitude.



VANESSA LEWIS

Don't get on the wrong side of this scantily clad security officer. She packs a powerful punch, and can reverse moves more effectively than any other character.



every single possible item and achievement in the game. It may take a while to unlock all the items," Suzuki admits.

"There are 400 in total." There aren't many fighting games that you could say that about.

If you tire of playing against computer-controlled opponents, but still want to work on your character stats, you needn't worry. You can pull your character into any mode in the game and let rip. Best of all, if you're playing with a custom-

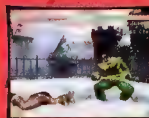
ized character, two-player matches become even more competitive as the ranking and experience system that under-

lies Kumite is still active. Tackling a ranking match against a real opponent can have the effect of escalating

hostilities even further.

TRAINING

If you're feeling particularly lacking in any area of combat, VF4 has a solution for you here, too. While many fighting games offer some kind of rudimentary training mode that lets you beat





up on what is effectively a stationary dummy, this takes it a step further. In addition to offering you a complete moves list, which you may have seen in Tekken, the training mode here lets you custom-design any particular scenario that you need help with. Pick any character you want to fight with, choose the opponent who's giving you problems, and then choose any of a huge number of options. Having trouble with your luddy, playing as Akira, constantly low-punching you like a cheap little bastard? Call up Akira in the training arena, set the system to emphasis on low attacks, set the difficulty level, and spar for as long as you need. If there are particular moves that you really have trouble defending against, you can go one step further and record the specific move with the opponent character and then set things up so that you're fighting against this single move over and over again. Having trouble defending attacks when your opponent is behind you? No problem. Need to practice your throws? That can be accommodated too. Is Vanessa bugging you with that reversal

grab hold of you and stop you from delivering a devastating combo? Set her up and fight against her until you work out how to turn the tables on her. If you have the time to invest in Virtua Fighter 4, there really isn't any excuse not to become a complete master at one character. It leaves nothing to chance.

"There really isn't any excuse not to become a complete master at one character."

GO TO PAGE 100

For a more detailed examination of the gameplay, flip forward a page and read the review. What is safe to say, though, is that VF4 is possibly the finest fighting game ever made. While many thought that the genre had already peaked, and simply expected just cosmetic overhauls, this isn't the case. Suzuki and his team have expanded the concept dramatically, and the fighting games to come—Tekken 4, Soul Calibur 2 and Mortal Kombat: Deadly Alliance—are going to have their work cut out for them.

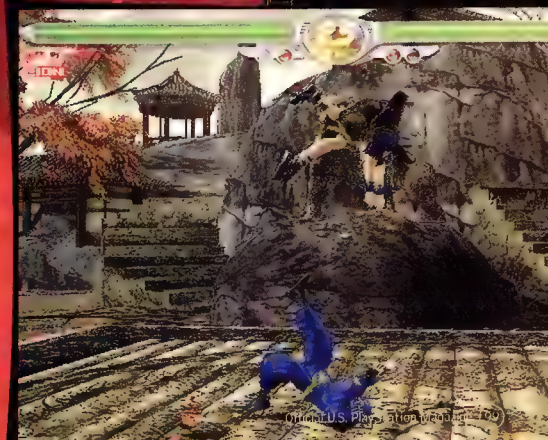


Fancy effects like those used to make realistic-looking water and sand really help set VF4 apart from other fighting games.



VIRTUA FIGHTER 4

SYSTEM: Arcade/NAOMI 2 board
YEAR RELEASED: 2001
NOTES: Sega uses the scalability of the PowerVR hardware to essentially double the performance of the not-so-shabby Dreamcast, while taking advantage of the new dual-processor hardware geometry and lighting engine. Six distinct lighting sources and 10 million triangles can be rendered with this hardware, and it is the NAOMI 2 on which Virtua Fighter 4 is built. VF4 is possibly the last major arcade game Sega will design on its own proprietary hardware. Using VF.Net cards in Japanese arcades, AM2 adds to the longevity of the game by rewarding players with items to customize their characters with. Interestingly, for the first time, the VF series subtracts a character, with heavy-hitter Taka-Arashi given his walking papers.





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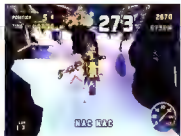
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THE FINAL SCORE



We rate games on a five-point scale. 5o, 5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

Meet the critics



JOHN DAVISON

April 20 is a big day for the big boss man, as it's the day his lovely lady will be stuck with him for good. It's his wedding day.



JOE RYBICKI

After suffering derision at the hands of his colleagues over his golf-game preference, Joe bent a 9-iron in half...over Todd's skull.



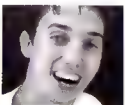
GARY STEINMAN

With no good RPGs to play, Gary had to live out his own life this month—which, to his chagrin, was full of far too many random battles.



CHRIS BAKER

Now that all the guys on staff have a wife, fiancée or girlfriend except c. bake, he can officially declare himself *OPM's* most eligible bachelor.



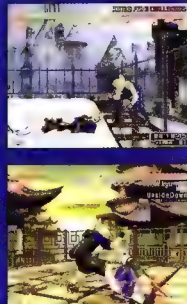
TODD ZUNIGA

With the Olympics over, *OPM's* official "sports guy" is revving for a trip to Yankee Stadium, with High Heat in the seat next to him.



SAM KENNEDY

The incredible Virtua Fighter 4 has totally gotten Sam in the fighting spirit. John may be the current *OPM* office champ, but not for long!



VIRTUA FIGHTER 4

The best fighting game ever made

Publisher Sega

Developer Sega AM2

Web Site www.sega.com

Hopefully by now, you've read our big feature that talks about some of the background on Virtua Fighter, and you have some kind of idea as to what it is that's such a big deal about this game. Whereas so many fighting games in the past have basically been slightly improved versions of their predecessors, Virtua Fighter 4 manages to take the genre in a new direction with

some original and provocative ideas. What's most impressive is that the

new concepts manage to massively enhance the depth of gameplay, while offering an experience that's significantly more challenging than games like Tekken or the 2D fighters from Capcom.

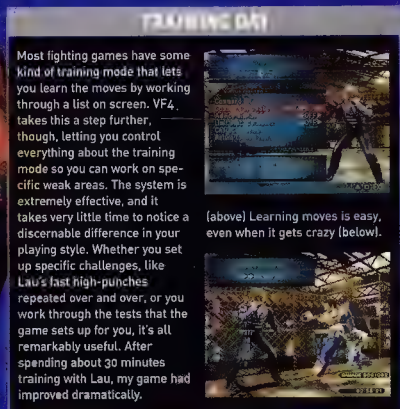
Fans of martial arts (the real

absolute age to master. As with all truly great fighting games, what this offers is opportunity for players to develop their own unique style of fighting within the confines of what each character offers. Some will choose to be pensive, defensive and thought-

"What is undoubtedly the most rewarding part of the game is the character development."

stuff, not this video-game malarkey! will be thrilled at the degree of freedom and realism that the game offers. Every character has an impressively thorough knowledge of their particular style of fighting, and each has a move list that will take an

ful, while others will pile in with relentless attacks. Different strengths and weaknesses of each character allow you to experiment with different rhythms to your attacks, and the resulting dance-like fights are always exciting, always challeng-



Most fighting games have some kind of training mode that lets you learn the moves by working through a list on screen. VF4 takes this a step further, though, letting you control everything about the training mode so you can work on specific weak areas. The system is extremely effective, and it takes very little time to notice a discernable difference in your playing style. Whether you set up specific challenges, like Lau's last high-punches repeated over and over, or you work through the tests that the game sets up for you, it's all remarkably useful. After spending about 30 minutes training with Lau, my game had improved dramatically.

(above) Learning moves is easy, even when it gets crazy (below).





ing, and always a joy to watch. The game's most obvious strengths are in the visuals. This is a breathtaking game that we really can't do justice to with mere screenshots. The grace of the animation and the detail in the costumes, the movements and the facial expressions are all so effortless that you'd be forgiven for not noticing much of it when you first start to play. Watching someone else play the game is the best way to enjoy the visual spectacle. When you see



"Not many games are so great that they can help influence your taste..."

the sand kicking up on the beach, characters' hair and clothing blowing in the wind, water rippling convincingly, or snow being trodden under foot, you really begin to appreciate just how hard this game pushed the PS2.

Many fighting games are damaged by overly complex or unduly sophisticated control systems, but that's not the case here. Using a simple three-button system that offers just punch, kick and guard, the game is instantly playable by a novice, while the learning curve of discovering the more elaborate moves is intuitive and certainly not too crazy. Experimenting with button and direction combinations, or more helpfully by working



through the extremely thorough training mode (see sidebar "Training Day") is an intuitive and gradual process that never seems to stop being rewarding. Moves range from simple attacks to spectacular throws, combos and reversals which always manage to provide a satisfying, chest-thumping bravado when you learn how to pull them off intentionally. Button mashers will enjoy some success, as with pretty much any fighting game, but the real satisfaction comes

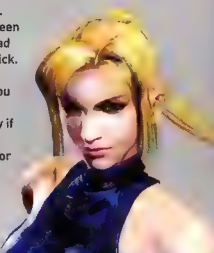


from knowingly pulling off exactly the right moves at exactly the right times.

What is undoubtedly the most rewarding part of the game is the character development. As we discussed in the feature, battling your way through the hordes of fighters with your own specially tweaked version of a character develops a bond with the game that you usually only get with sports or wrestling titles. As you work your way through the ranks and start to change the way your character looks, there's a real sense of excitement in the simple act of jumping into the options screen and seeing what ridiculous-looking new accoutrements you've won. Some of them are pretty crazy, like weird lampshade-looking hats, overly elaborate sashes and

FOUR COMPLETELY RANDOM THINGS ABOUT VIRTUA FIGHTER 4

1. When you're training your A.I. character, and you tell him that he did something good, the look on his face as he looks out of the screen at you is kinda spooky.
2. There's a big difference between playing the game with a joystick and playing with a fighting stick. We recommend the InterAct Shadowblade. It's so tough you can back a car over it.
3. Sarah is really hot. Especially if you like blondes.
4. Coming up with ring names for fighters is an art form. Favorites so far include PaiHole, Apple Pai, Ugly Shun, Lau Dandclear and Pounceking.



gaudy-colored pants—but just adding something like a pair of shoulder pads to a character, or even a pair of shades, makes it "yours" and you try just that little bit harder.

As if the challenge of working through the ranks isn't enough, another part of the game that's habit-forming is the artificial-intelligence training. While an ambitious-sounding addition to

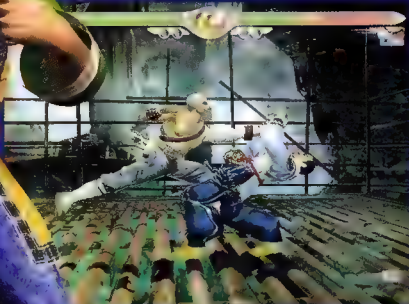
the game, the results of fighting with a character that "learns" are more enjoyable than I could ever manage to get across to you just in this review. Think of it as a *Tamagotchi* that fights and you may appreciate the compelling experience it provides. When your A.I. is good enough to really whale on the competition, you'll feel an odd sense of pride in its achievements.

As you can probably tell from the enthusiasm that we have for the game, there really is very little that's wrong with it. If you have any doubts, consider this: While I've always been a fan of fighting games, I've never been a really hardcore fan prepared to invest hours and hours in mastering a fighter of this kind. *VF4* converted me. I can't get enough of it. Not many games are so great that they can help influence your taste, but this one really is something special.

Final Score ●●●●●
John Davison



Players: 1-2
Memory Card: 391 KB





Fatal Frame

Fatal Frame

Publisher Tecmo

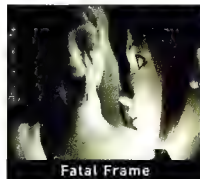
Developer Tecmo

Web Site www.tecmogames.com
I didn't used to think of myself as a wuss. Fatal Frame has changed that, in more ways than one.

To call this game "spooky" is to refer to Enron execs as "a little dishonest." This one seriously rivals both the *Silent Hill* games for maximum creepitude. Fatal Frame takes you, as a young woman named Miku, through a haunted mansion inhabited by ghosts that didn't exactly attend Casper's School of Friendliness. That's right—ghosts. Hard to believe, but in six-plus years of PS survival-horror games, this is the first to feature the most basic of supernatural nemeses.

Your only weapon? A camera. Yep, a ghostbusting camera that you can power up RPG-style using points accumulated by taking quality pictures. The more advanced your film, the stronger your attack. The camera detects ghostly presences, too, causing the Dual Shock to thump like a heartbeat, as if the moaning ghosts weren't enough to play with your pulse.

[and beautiful—the look of the ghosts moving about highlights Fatal Frame's superb graphics],



Fatal Frame

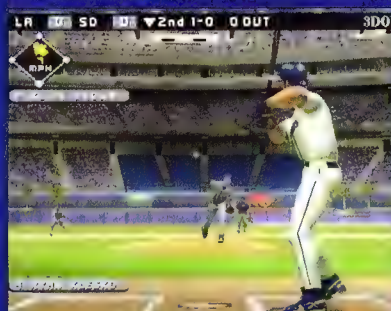
the overall atmosphere enhances the nervous fright. This is one to play in the dark and to play loud. As you wander about, sounds vary from unsettling noises to anxious silence—with plenty of quick jump-back moments, too. Throw in some stylish yet truly horrific cutscenes featuring mass stranglings, a "blinding mask" (imagine stakes through the eyeholes—and someone putting it on) and more, and I'm forced to question the ESRB's Teen rating for the game. Relatively bloodless as Fatal Frame may be, the events portrayed outdisturb any M rated Resident Evil by far.

Beyond seriously creeping me out, Fatal Frame made me feel like a wuss of a gamer. Put simply, it gets tough. Though the first half of action offers the illusion of an easy game, things slowly change. Your supplies deplete, you run out of good film...and nothing but the toughest ghosts await you. The game shows no mercy for poor management, and you might find yourself feeling a bit screwed and needing to start over. Fellow wusses like me will, anyway. Final Score ●●●● Chris Baker

Players: 1
Memory Card: 1,399 KB



Fatal Frame



HIGH HEAT MLB 2003

Step up to the plate for real baseball

Publisher 3DO

Developer 3DO

Web Site www.3do.com

For years I've wanted a baseball game that lets me play a 162-game season before I realize, at game 14, that the game stinks. With the new High Heat I'm 10 games beyond the All-Star break. Which is to say that HH isn't a typical video-game baseball experience. It's shockingly addictive, ultra-realistic and you can play a full spine-tingling nine-inning game in 30 minutes.

While the gameplay in HH is a huge improvement over last year, the game's look, though eons ahead of last season, still doesn't seem quite right. Also, the animations continue to be lacking, though they're in better shape than last year. While 3DO made an error with PS2's graphics power, they didn't swing and miss with the Emotion Engine.

Consider this: I've lost more than I've won this season. And I blame me, the manager, for bad decisions in tight spots. Cut me some slack; I'm a rookie.

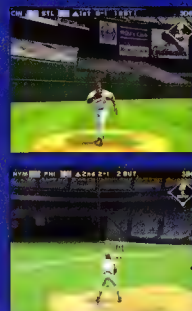
But there have been times when I haven't replaced my starter because I really wanted him to get one more out. I'm up by a few runs, so I leave him in.



OUT

Forty seconds later, the bases are loaded, the opposition has their big slugger up, and I'm leaning so far forward I might fall off my seat. Then I give up a tater, a dinger, a home run, and the loss sticks with me for a full day. I'm eating lunch beating myself up because I didn't bring in my closer. At dinner I realize I could've pushed another run across if I would've bunted. Before bedtime I'm thinking about how HH has made me a big dork. A big dork who should've tried to score that runner from first base in the third inning.

The stats are really what keep you going, though. Wins and losses add up, but real baseball



MLB 2003

MLB 2003

MLB 2003

MLB 2003

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HIGH HEAT MLB 2003	
Gameplay	HH looks and feels and plays like baseball. You wanted a baseball game, didn't you?
Graphics	Much improved from last year, but still under the curve. Animations need help, too.
Control	If you miss a ball at short, it's your fault. Plus, you'll love the new tuning menu.
Staying Power	Sadly, HH doesn't have a Franchise mode, but it'll grip you for a 162-game season.
Extra Modes	The 2-on-2 Showdown is fun and innovative, plus there's the Home Run Derby.
Downsides	Lack of franchise is disappointing. Plus, some might not like the cursorless batting.
Overall	High Heat is the best baseball game on the market. It's for those who pine for an afternoon at Wrigley during the winter months.

The D-backs' Curt Schilling beat his way to the 2001 World Series MVP.

Photos by Henry Hwang/Allsport



TRIPLE PLAY 2002

A triple play: buying it, playing it, throwing it away

Publisher EA Sports
Developer Pandemic Studios
Web Site www.easports.com

Maybe it's that I'm not an ADD sufferer, or that I like baseball more than any other sport, or maybe there's some chromosome I'm lacking, but the new Triple Play is no friend of mine.

If you don't like baseball, try this game out. You'll love the variety of hits, whether it's a single up the middle, a single up the middle, a single up the middle, a home run or a home run. With TP, repetition is king! But the gameplay is the jester.

This game does more things wrong than right, starting with the player models. While the stadiums are so breathtaking it makes me wish I were at a game, it seems that the artists

didn't have time left to work on the way the players look. Sammy Sosa appears to be a 15-year-old boy, while Alex Rodriguez appears to weigh no more than 110 pounds. The game's biggest stars look like little leaguers. How's that work? Last year the players might have been pudgy,

"Get with it, EA. You're so far behind High Heat it's like you're playing in the minor leagues."

but they didn't look this bad.

As for the A.I., I'd like an explanation. After a two-out ground ball to third my runner on first base took a step toward first before jogging to second. Huh? What? Why?

Oh, here's something I can't

get enough of: The fielders move like they're jogging through drying concrete, and when they finally get the ball, they pause for no reason at all.

There is one innovation that gets lost in this mix, and it's an innovation I don't even like. After the ball is batted, the swing is

instantly replayed from a camera above the field so you can see where the ball's hit. Nice, but unnecessary.

Announcers Bob Costas and Harold Reynolds are the game's saving grace, and I can only feel bad that they got suckered into this project.

If you're a baseball lover, I recommend renting this on a Saturday spent with baseball-loving friends. You'll all be so amused, you'll be howling.

Get with it, EA. You're so far behind High Heat it's like you're playing in the minor leagues. I feel like I should apologize to Bud Selig for having played it.

Final Score ●●
Todd Zuniga



Players: 1-2
Memory Card: 157 KB



King's Field: The Ancient City

King's Field: The Ancient City

Publisher Agetec
Developer 3DO

Web Site kingsfield.agetec.com

"Even the skeletons look bored!" I was just a few hours into the latest King's Field game—the first on the PS2—and I'd been whining incessantly about how numbingly dull it is, when Joe Rybicki wandered by, paused for a moment to watch, muttered that statement, and quickly ducked away.

How right he is! In fact, that's the defining trait of The Ancient City: It's tedious, wearisome, dreary, slow, stiff, flat and monotonous...in other words, it's an utter bore.

Which, unfortunately, is what I expected. The King's Field games have never been very exciting. They were, however, innovative—at least when they first appeared on the PlayStation years ago—because they offered a unique RPG experience. Fully 3D and played out from a first-person perspective, these action/RPGs were a far cry from the traditional turn-based fare. But since then, the gameplay hasn't evolved one iota. Still the same slow-as-molasses arm swinging through the air, desperate to hit the enemy at hand. Still the same inane combat system, where you move in and out, or circle around a foe, over and over and over, trying to get a hit in while avoiding blows (believe me, it's a lot more tedious than it might sound). Still the same trudge through dark dungeons at a too-slow pace, constantly backtracking, in search of the next piece of some obscure puzzle.

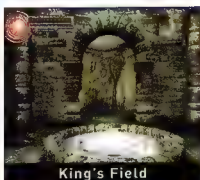
And yet, Ancient City has an odd way of sucking you in. Once you adjust to the geriatric pace and

give in to the painful chore of combat, once you get past the initial period of quick deaths and aimless wandering, you might just find yourself inexplicably curious about what lurks around the next corner. I know I did. The game has an undeniable atmosphere (despite the blah gray/brown color palette), along with an insidious charm that compels you to creep ever forward, fighting back the boredom to slog your way farther into Ancient City's gloomy world.

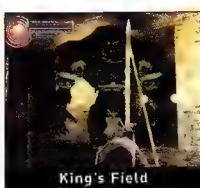
King's Field fans (all 12 of you) know what I'm talking about. For the rest of you, if any of this sounds interesting, you're better off renting it before you commit to a tour of the Ancient City.

Final Score ●●
Gary Steinman

Players: 1
Memory Card: 150 KB



King's Field



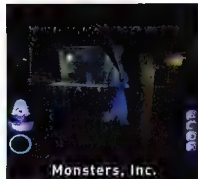
King's Field

Triple Play 2002

Gameplay? It's so flawed, Englishmen will start to falsely understand our pastime.	Gameplay
The player models may look like young teens, but the stadiums are exquisite.	Graphics
This game seems like it could play itself, because the control is so non-existent.	Control
I dare anyone to play a 162-game season. How many singles up the middle is that?	Staying Power
Home Run Derby's the long and short of extras. Fun for parties, maybe.	Extra Modes
There's no real rhyme or reason to hitting the ball. It's just a physics-less slugfest.	Downsides
It's good for two groups: those scolding for their next baseball reading, and those who have no interest in playing a baseball game.	Overall



Luis Gonzalez's game-winning hit won the World Series for Arizona.



Knockout Kings 2002

Publisher EA Sports
Developer EA Sports
Web Site www.easports.com

I have to admit that I expected the new Knockout Kings to feel like the old Knockout Kings. It's not a series that has changed much in the last few years. Until now. This version is somewhere between the over simulation of recent KKs and Ready 2 Rumble. The characters are all bright and shiny and just a touch cartoony. Just enough to make you look at it and go, "Hrm, that looks really good." But not enough so you say, "Wow, another guy with an afro."

Unfortunately, the boxing isn't as solid as the graphics. It's more fun than in years past, but the collision detection is way off. Worse yet, the instant replays make this really noticeable. Sometimes my big knockout punches seem to blow the guy down instead of actually striking him.

The rehabbed Career mode got my attention, though it's nothing new. First, you're introduced to some jerky wiseguy who plans on managing you. It's a frivolous addition, but you actually gain a fondness for Luigi, or Tony, or Pauly or whatever his name is. But he's got a short fuse, which is a nice surprise. If you lose more than three matches, he kicks you to the curb.

This new KK is **faster, brighter, smoother and it's a lot of fun.** It's got moxie, kid. If you're in search of a boxing game that'll hold your attention, this one's a KO. After all, what else are you going to buy?

Final Score ●●●●
Todd Zuniga



Monsters, Inc.

Publisher Sony CEA
Developer Kodak Interactive
Web Site www.playstation.com

Unlike last year's PS one version of Monsters, Inc. that featured Mike and Sulley in an all-new adventure, this new PS2 game follows the movie exactly as it happened. And as huge fan of the film, the idea of playing it out in real time sounded pretty cool—which it was. Well, for a while at least.

You see, Monsters, Inc. is **pretty much your standard platformer**, filled with items to collect, platforms to jump across, and characters to interact with. And it does a solid job with all of that stuff—even the occasional puzzles are fun. It's just that the characters just didn't look as good as I thought they would. And the voices, while accurate to the characters, seem quirky and disjointed. Also, the movie clips seem to cut off too early and often don't even set up the gameplay that well. And unlike the movie, there's no humor to be found here.

It's still a solid game, but the movie tie-in doesn't really make it any more worth the purchase.

Final Score ●●●●
Sam Kennedy



HOT SHOTS GOLF 3

It's all about the multi

Publisher Sony CEA
Developer Clap Hanz
Web Site www.scea.com

There's really only one way to play *Hot Shots Golf: multi-player*. Sit down with a four-some and you'll find a level of intensity and enjoyment that the single-player mode can't hope to match. With that in mind, we figured the best way to review *Hot Shots Golf 3* was with a similar foursome format. The participants: Todd "Zeus" Zuniga, Gary "Lin" Steinman, Joe "Louise" Rybicki and John "John" Davison. Let's watch.

Joe: I loved the first *Hot Shots*. Loved it. So why don't I love this version? Is it because they still haven't put the mini-golf in? Is it because I don't like the characters? Is it because the interface seems clunky next to Tiger Woods 2002's elegant shot system? I don't know, and I don't like that I don't know.

John: Maybe if you didn't play with that ugly old lady with the saggy, um, everything, you'd feel



more at ease with the characters? Some of them are cool. They're a bit generic, and I missed it back when HSG2 had "famous" characters, like Sweet Tooth, but they're not that bad. There's maybe some unfortunate racial stereotyping.

Joe: Yeah, not to mention the weird religious overtones with a few of them. I really got the impression that the characters were designed in Japan to attempt to appeal to an American audience. And if you ask me, it didn't work.

Todd: Well, as a newcomer to the HSG series, I love it. I'm really into the cartoony characters and the tone of silliness. I like silliness in a game like golf because it's such a "quiet please" type of sport. Plus, as annoying as it gets in the early holes, I like being able to strategically cat-call during the final tense shots of the round so the shooter can hear John Davy say, "You're up, Shortknocker."

"I'm no sports gamer, so for this to hook me the way it has, it must be pretty damn good."

and crack up. Yet, at the same time there are all the elements of real golf. You've got these things to consider for every shot: wind, lie, distance, club, and how high you are above the hole. Plus, it looks great.

Gary: Here's why I love *Hot Shots*: multiplayer. If you've got a few buds (and maybe a few Buds as well), a multipass and a lazy afternoon, there's no better way to spend your time. I have no interest whatsoever in "real" golf, but virtual golf is one of the better video pastimes out there. And *Hot Shots* has always been at the top of the leaderboard for me. It's easy to play, but it's got remarkable depth and tons of replayability. You feel great when you're winning, tense when you fall behind—but either way, you always feel like you have

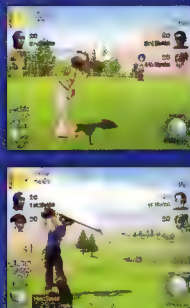
a shot at winning. The big question, though, is whether it would keep me interested solo. I'd play a few rounds by lonesome now and then, but I think I'd get bored pretty quick. I'm also not a big fan of



this crop of characters. **John:** I don't think I'd be inclined to play it on my own. Sure, there's

stuff to open up that gives some kind of incentive—but playing a full round of golf is a big time investment and it's not exactly fast-paced. When there's a crowd gathered, the testosterone alone keeps things zinging. Without that, though, I think I'd get bored. **Todd:** Not going to play on your own? If I'm forking out \$50 to buy a game, you bet I'd plan on hunkering down and playing it on my own. While some of the unlockables are ridiculous, others make it worth your time. Just unlocking the characters is enough of a good time for my tastes.

Joe: John, I'm with you on the solo-play thing. I have absolutely no desire to sit down with this game by myself. Sure, you can rack up experience and buy clubs, balls and accessories—but that's



not enough of a motivation for me. There's the online, national tournament aspect, which would definitely help once it gets rolling, but even that isn't enough to keep me coming back. That's one area that I think Hot Shots really pales next to the new Tiger—Tiger has a money-based stat-building system that kept drawing me back in. Gary You and Tiger Woods... whatever. I'm sure it's a good game, but it's hard for me to see myself ever playing it. Hot Shots is geared for a mass audience—it's geared for me, for Todd, for you, for John, far just about anyone—and as such it'll probably be the only PS2 golf game I'd pick up. I just wish I could play with other gamers online.

Todd: With Sony dragging their feet on this online thing, I think the online tournaments are "freakin' huge! I can't wait to compete against the rest of the world. Think about it: We have each other to game with on a daily basis, but this way I'll literally be competing against people around the country.

John: Ultimately it's the sense of competition that makes Hot Shots so good though, and for me, it's probably one of my favorite multi-player sports games for the system. I'm not much of a sports gamer, and neither am I a golfer—so for this to hook me the way it has, it must be pretty damn good.

Final Score: ●●●●



E Players: 1-4
Memory Card: 1.5 MB



NFL Blitz 2002

NFL Blitz 2002

Publisher: Midway
Developer: Midway

Web Site: www.midway.com

A few months back NHL Hitz 2002 blasted onto the PS2, and no one bought it. It was a brilliant multi-player game that featured the three "Fs": flare, fun and physical play. Blitz is in the same over-muscled, dumb-jock category where the athletes on the field are separated by steroid use rather than talent level.

Will the new Blitz go the way of critical acclaim and no sales? I hope not. The PS2 needs this kind of sports mayhem to counteract the Madden and NBA 2K2s of the world. For every simulation element in Madden, Blitz gives you a ridiculous tackle followed by an earth-shaking leg drop.

Give this game a chance. That's all I'm asking. Right off, the graphics will grab you. The players look sharp, the field looks brilliant, and if you've suffered through the chop of any of the PS one Blitz games, this is your reward.

I know what you're going to say: If you've played one Blitz, you've played them all. That used to be the case, but there's actual innovation along with the graphical boost. Now there's an Impact Player on both sides of the ball. On offense this eighth man can go deep, get open, dish off, block right, or block left. On the defensive side of the ball you can have this player blitz, cover, or play safety independent of what your other defenders are doing. It may seem like a minor addition, but it really bolsters the strategy of each play.

While the game isn't perfect, it's tough to find a flaw in a game that basically has no rules. Maybe the

CPU could stand to make less interceptions when you're trying to come back. Sometimes it seems to ignore that it's Blitz, and the game should always end on the last possession. Alternately, the game's most annoying shortcoming is the sloppy rosters. I could overlook it, since attributes are relatively unimportant. But they've left out this year's Super Bowl MVP, Tom Brady. Would've been nice to have Brady at QB for the Patriots. Along with rosters, the depth isn't going to thrill anyone.

Flaws aside, this is a multiplayer dream. Arcade gamers might have a hard time adjusting to the controller, but otherwise, it's all downhill.

Final Score: ●●●●
Todd Zuniga

E Players: 1-4
Memory Card: 205 KB



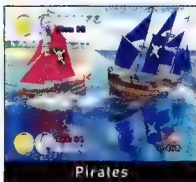
NFL Blitz 2002



NFL Blitz 2002



Pirates



Pirates

Pirates: The Legend of Black Kat

Publisher: EA Games

Developer: Westwood Studios

Web Site: www.ea.com

It's pretty clear from her sexy outfit and heaving bosom that Westwood Studios' newest heroine, Katarina de Leon (a.k.a. Black Kat), is supposed to be your initial hook into playing Pirates—she's sort of a Lara Croft with scurvy. And this game is far from being Command & Conquer: The Buccaneer Edition

Rather, with Pirates, Westwood breaks from the real-time strategy to offer a high-seas adventure full of exploration and swashbuckling...all in a tight leather outfit.

Most of the action occurs as your typical third-person fare, yet, despite the occasional boring periods of straight running around (plus Kat's inexplicable ability to jump six feet into the air), it provides a solid gaming experience. Not something particularly memorable, but it's always fun to sword-fight everything from pirates, to giant crabs, to skeletons straight out of *Jason* and the *Argonauts*.

But the real highlight of *Pirates* comes when you captain your upgradeable pirate ship against hostile vessels, blasting away with cannons, ramming them head-on, and even utilizing the occasional special weapon. Even better, the surprisingly solid two-player mode allows you to wage war on a friend in sea-battle form, which proves highly addictive and competitive.

Basically, *Pirates* is everything the name implies—booty included.

Final Score: ●●●●
Chris Baker

E Players: 1-2
Memory Card: 575 KB



Salt Lake 2002



Salt Lake 2002

Salt Lake 2002

Publisher: Eidos

Developer: ATD

Web Site: www.eidos.com

Of the 15 Olympic events in Salt Lake, only six are represented in this game. That means Biathlon, Cross Country, Ice Hockey, Luge, Nordic Combined, Skeleton, Speedskating and Short Track have all been left behind. I can understand the lack of hockey, cross country and Nordic Combined. Yet the Skeleton or Luge could've been skipped separate from ESPN's Winter Sports. Then again, this game doesn't have Curling. ESPN does.

Problem is, there are poorly made events within the chosen six. The Snowboard Slalom is a fraternal abomination and, regardless of your adjustments, it controls like you're half-drunk. And you'll hate the Skiing Slalom so much that, mysteriously, it becomes tolerable.

Still, somehow, it's fun for the competitive sports who not only understand that winning a gold takes .07 seconds less than winning a silver, but understand that .07 seconds feels like an eternity.

The real hook to this game, like the real Olympics, is winning medals. But there's a twist Here you'll try to fill up a trophy room with your loot. There are five difficulty levels and for each level you'll try to get a medal in each event.

If you're an Olympics junkie, try renting this. But if you're in the market to buy, go with ESPN.

Final Score: ●●●●
Todd Zuniga

E Players: 1-4
Memory Card: 71KB



Sled Storm

Publisher EA Sports Big
Developer EA Sports Big
Web Site www.ea.com

I think the folks over at EA Sports Big would like to pretend that the original Sled Storm didn't exist. How else to explain the name [isn't it strange for a sequel to have the exact same name as the original?], or the fact that the sequel has virtually nothing in common with the original other than the fact that the mode of transportation is a vehicle that resembles a snowmobile, but isn't, quite? Having been so very into the first Sled Storm, it took me awhile to get over my disappointment that the PS2 Sled Storm is more or less simply SSX with a motor. But thankfully, once I did get over it I discovered that there's a reasonably solid game here.

But don't expect an experience on par with SSX. Sled Storm, fun



though it may be, isn't even in the same league. Yes, the graphics are great; and yes, the track design is interesting, with a mind-boggling array of shortcuts and a staggering number of heart-in-your-throat plunges. But this is a much simpler, straightforward racing game, without anything approaching the depth of SSX.

One nice addition is the Rival Challenge, which allows you to amass a collection of your opponents' sleds by taking them on one by one. But that's about it in the realm of extras. The severely limited trick selection is pretty disappointing, as is the removal of the part-by-part sled upgrade system.

I must also bemoan the switch from the realistic course design of the original to the crazy, arcadey SSX-style tracks in this version. The original had a great balance of realism and arcade fun. Now it's all speed: It's faster—oh yes, much faster—and perhaps more exciting, but also much shallower.

I'm also not a fan of the auto-catch-up feature: No matter how well you do, the enemy is always right behind you. You can race nearly an entire course flawlessly, but if you wipe out right before the finish line, chances are you'll end up in last place. That's more frustrating than it is fun.

But don't get me wrong—this is an entertaining game with some real character. I just feel that the lack of depth makes this best as a rental, and with the SSX pedigree behind it, that's a disappointment. **Final Score** ●●●●

Joe Rybicki

Players: 1-2
Memory Card: 94 KB



STAR WARS RACER REVENGE

The Fast and The Furious in space

Publisher LucasArts
Developer Rainbow Studios
Web Site www.lucasarts.com

What is it with the latest batch of Star Wars creatures, huh? They've always been a bit wacky, but the pilots featured in the Podracing scene are particularly bizarre. If you've seen the extra bits on the *Episode I* DVD, you've no doubt seen some of the weirder character designs and will have your own opinions as to whether they

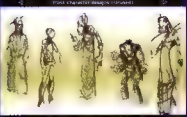
look ridiculous or not. That said, the scope of characters on offer here vary from the obvious, like Sebulba and Anakin, to gangly, multi-limbed monstrosities whose names you'll never be able to remember.

Crazy characters aside, this is a damn fine game that captures the spirit of the Podracing scene in the movie remarkably well. Set eight years after *Episode I* (that makes it two years prior to *Episode II*), it sees Anakin as a teenager who's clearly well into his Jedi training. Aside from the timing, there really isn't any point in discussing any of the backstory to the game as ultimately it's pretty irrelevant. All we need to worry about here are Pods and racing.

If there's one thing that leaps out immediately when you start playing this, it's that it really is quite remarkably fast. The gorgeous scenery screams past at absolutely phenomenal speeds and is supplemented by some really wonderful effects that add to the whole sensation. Pods kick up dust behind their engines as they hurtle through the desert, leaving trails across the landscape. Every texture of every scene has a real sense of solidity

and realism to it. Water ripples and sprays as you'd expect it to, forests and jungles look lush and populated.

As you progress through the championship mode of the game and start to win races and earn money with which to mud your Pod, things start to get even more exciting. If you thought things were moving pretty quickly in the early stages, once you've upgrad-



ed your engines a few times, things will be moving so quickly that you'll start to wonder if you're actually reacting to the graphics, or if indeed some kind of "Force" really does exist with which you can control the game. Pods are pretty damn quick, and once you learn how to tactically use their turbo-boost feature they go even faster, blurring the graphics on screen with a suitably sense of drama.

If all the speed isn't enough to get your adrenal gland pumping out the juice like crazy, there's even more to the gameplay: gambling and combat.

The oddly lovable Watto plays a big role in the proceedings and acts as a hub for buying upgrades, while also being the center of the betting ring. If you

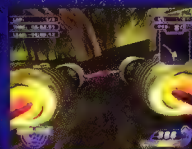




perform well, he'll increase your earnings. Usually what he wants to see is some good old-fashioned destruction out on the field so that he can supplement his spare-parts supply. This requires a change of tactics on the course: if you're to go along with it, and balancing placement within the field with ramming your opponents out of the race can become quite a challenge. Soon you'll find yourself trying to think about

If you're at all proficient with any kind of racing game, you're probably going to take to this like a fish to water—and for the first two-thirds of the championship mode, you'll start to wonder if a) you're some kind of racing god or b) there's something a bit wrong with the game. The last few races slap you about with a full-on reality check though, and it starts to get quite hard.

Incentives for winning races are many and varied. There are a ton of unlockables which are a great incentive to play through the game multiple times. Finish championships with different characters and others open up with quite obvious benefits (people with the word "Darth" in their names, for example). Achieve gold medals in certain races and



"You'll start to wonder if a) you're some kind of racing god or b) there's something wrong."

four things at once: keeping a good racing line, managing the temperature of your turbos so the engines don't overheat, ramming into the other Pods, and trying to keep the repair systems working before you explode. Imagine doing all of this stuff at about a zillion miles per hour through narrow twisty passages and you'll have a rough idea of how tense things can get.

Fortunately, the raw guts of Revenge are pretty damn good. The control system is especially solid and you'll find yourself becoming extremely familiar with the game very quickly. Keeping everything going and managing to win some races is actually a lot easier than you may first think. In fact, if I have any complaint about the game, it may be that it's actually a little bit too easy.

bits of game trivia open up in a gallery of sketches. There's a constant sense of achievement and unlike many sci-fi-themed racers, it doesn't get old as it always manages to stay so exciting and fun.

It may well be the best Star Wars-themed game on the PlayStation 2 so far.
Final Score: ●●●●●
John Davison



Tiger Woods PGA Tour 2002

Publisher EA Sports
Developer EA Sports
Web Site www.ea.com

I'm sure I'm going to get a lot of flack for this. My esteemed colleagues [see Hot Shots Golf 3 review, p. 104] already think I'm off my rocker. But here it is: I love Tiger Woods 2002. Love it. In fact, I like it quite a bit more than Hot Shots Golf 3. Now, I know what you're probably thinking right now: You're probably thinking I'm a golf nut, who's been dying for that perfect golf sim to wile away the hours between my trips to the links. If you're thinking that, you're wrong. I've never played a real game of golf in my life. I know it may be hard to believe, but EA Sports' newest golf outing is a surprisingly arcade experience. It's fast, simple, sensible and more fun than you can shake a three-wood at.

The greatest thing about this game is the shot interface. Doing away with the now-standard triple-tap golfing interface used by Hot Shots, Tiger employs a far more sensible, intuitive scheme to hit the ball. You put back on the right analog stick, and then push forward. As you draw the stick back, your golfer draws his club back in kind. Want less power? Pull back more gently. Want to perform fancy fade or draw shots? Pull back at an angle, and push forward at a corresponding angle. It makes such good sense that I'm amazed no one's tried it before now.

The putting interface, sadly, isn't quite so sensible: You have to rely on "caddy tips" to guess where to aim the ball and how hard to hit it; there are no visual indications of the slope of the green or your dis-

tance from the hole. But it doesn't take too long before you'll get a feel for what's required.

Also of note is the almost RPG-style golfer-development system. You win money in PGA tournaments, in "skins" games, or just for making particularly good shots, and you use that money to buy upgrades to your character's stats. It adds a real motivation to keep playing, and the sharp graphics and slick presentation don't hurt, either.

One big caveat. The unique interface, though extremely logical, will take a bit of getting used to for those familiar with other golf games. But once you have, it's going to be tough to tear yourself away. Give it a try.
Final Score: ●●●●●
Joe Rybicki

E Players: 1-4
Memory Card: 65 KB



World of Outlaws: Sprint Cars

Publisher Infogrames
Developer Ratbag Games
Web Site www.infogrames.com
Sprint-car racing is a niche sport. Even NASCAR fans tend to turn their noses up at it. It's too bad, because for anyone who's into oval-track racing, this is an exciting sport. Racing on dirt means learning to drive all over again, making for some real nail-biting action.

And Ratbag's managed to capture all that with World of Outlaws. As you wrestle your car through the curves, you feel like you really are sitting in a sprint car, sawing at the wheel and trying to dodge your opponents. Plus the different cars and tracks really do have an effect on how you run each race.

The part that really pulled me into Sprint Cars, though, is the very cool Career mode. A host of decisions face anyone who competes in a local racing series, and this game re-creates those situations wonderfully. As you earn money, you can travel farther distances to compete. The question then becomes: Do I stay near home and compete in the local league to maintain my points standing? Or do I travel farther and compete in the top series on the hope that I'll make the A Main (the feature race) and place well enough to earn major cash? Yeah, it sounds a little overwhelming. But trust me, it's very involving once you get into it.

So even if you're not a Sprint Car racing fan, at least give World of Outlaws a shot. It's a solid little game.
Final Score: ●●●●●
Greg Sewart

E Players: 1-2
Memory Card: 313 KB



STATE OF EMERGENCY

Your mother wouldn't approve

Publisher Rockstar
Developer Vis Entertainment
Web Site www.rockstargames.com

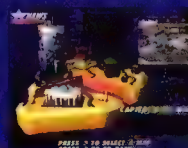
It's probably fairly safe to assume that a lot of people have been really looking forward to this game. By virtue of the now achingly cool Rockstar brand, folks are associating the publisher with the awesome Grand Theft Auto III, and consequently anything contentious that may come along is also painted with the same brush.

Just in case you were wondering, State of Emergency is nothing like GTA3. It has very little in common with the exception of a contentious theme and an M rating. Grand Theft Auto III is possibly the coolest game ever made. State of Emergency isn't.

Ignoring all the hubbub about it that's focused on the completely over-the-top violence, at its heart it's a technically impressive game which suffers terribly at the hand of some dreadful design issues.

In case you've been living on Mars for the past couple of months, the premise of the game

is pretty well-known. There's a riot going on. The population is rebelling over the power of an all-controlling Corporation, and all hell is breaking loose. With you as a member of "The Revolution," the meat of the game is a series of 185 missions spread through four huge loca-



tions in which you perform tasks for the leaders of the rebellion, most of which involve beating your way through the Corporation's troops to help protect an individual, catch a bad guy, or steal some kind of object.

So far, so good. The premise is interesting, and the fact that there are always hundreds of people running around makes for a very different-looking and

unusual-feeling experience, but that's where the cool stuff ends.

Many of us have a dirty little secret that only reveals itself when we're playing through a really frustrating game in solitude. I know there are loads of you out there...you know who you are, you're the secretly "angry gamers." You're the folks who really can't stand games putting stupid tricks over and over again. You hate it so much, that you just flip out and start yelling, or worse, punching things like walls, or TVs, or Dual Shocks. If you have even the slightest inclination to ever make this Incredible Hulk-like transformation, do yourself, your personal belongings and your blood pressure a favor and steer well clear of this game.

Consider for a moment the fol-

lowing mission. It's pretty early in the game, but it's the first time, that you'll want to hunt down the developers of this game and force them to experience the same kind of anguish it's putting you through. It's a really simple mission: Rendezvous with a hacker, protect him, take him to a location, defend him while he does his hacking and then escort him back

"The word 'frustrating' doesn't even begin to describe it."

and then go through the whole thing again. When you've suffered through this about 20 or 30 times, I swear the air will turn blue from the amount of swearing I guarantee will be coming from your lips. The word "frustrating" doesn't even begin to describe it. Factor in an atrocious camera system that often makes you lose track of whatever you're doing at a vital moment, and you're likely to completely flip out long before approaching the more interesting levels found toward the latter half of the game.



Fortunately, there's some release from the frustration in the shape of the more chaotic modes where you just beat the crap out of everything, and these

THE OFFICIAL GUIDE

If you're tempted to invest in the official strategy guide for State of Emergency, let me save you some cash and sum up what's said in just a few sentences. First...while playing Revolution mode, make sure you complete the mission objectives. The guide is quite careful in rewording exactly what the game has already told you to do in simpler language. Second, complete the tasks quickly because, after all, you may not have already noticed that many of the missions are time-sensitive. Keep an eye out for enemies too...apparently that's sage advice worthy of the \$12.99 asking price alone. Honestly, I really wouldn't have thought of that all by myself.

It does occasionally offer some good advice on where bad guys are going to spawn, but most of the info you'll already know if your brain is vaguely working. Don't waste your money. Final Score ●

are much more in tune with the old-school Final Fight-style vibe to which the game lends itself. This is definitely something where you can pick it up, go crazy for 10 or 15 minutes, laugh at the extraordinary violence that you just instigated, and then go and do something else. Think of it as a release, a type of therapy, and you'll enjoy it much more.

Put it this way: If this game were composed of just the missions, it would have received a much lower score. Final Score ●●●

John Davison

Players: 1
Memory Card: 154 KB

SEVEN UNCONNECTED THOUGHTS I HAD WHILE PLAYING STATE OF EMERGENCY

1. Beating someone to death with a severed head or chest cavity doesn't, on occasion, illicit cheers from people watching.
2. MacNeil looks like Gary Steinman crossed with Popeye.
3. The combat with guns is even more frustrating than that in Grand Theft Auto III. Imagine how it would be without targeting.
4. In the mall, where are all the people carrying TVs coming from? None of the shops have their windows broken until I break them.
5. Why don't the bad guys notice the resistance guys who are just standing there all the time?
6. The people who will enjoy this the most are the people who aren't allowed to go into a store to buy it.
7. Tenacious D's "City Hall" would've been great for the soundtrack.



Digimon Rumble Arena



Digimon Rumble Arena

Digimon Rumble Arena

Publisher Bandai
Developer Bandai

Web Site www.bandagames.com
For anyone who's ever seen the Super Smash Bros. series for the N64 or GameCube, here's a complete ripoff, just using the Digimon characters. Which I guess is pretty cool, since there's no chance in hell we'll ever see the Nintendo franchise on the PS one—except that this game lacks the polish that has made the Smash Bros. series so fun and well-liked.

For example, Rumble Arena is riddled with some clunky and stiff gameplay that can lead to plenty of button mashing. Also, there's little balance among the different Digimon characters in the game, leading to some eventual cheapness. The good news, though, is that the game's target audience—y younger players who are likely into the Digimon characters—are not going to even notice. Or care.

Nope. Instead, they're just going to have a blast with the game's really cool multi-level environments that are filled with power-ups, and the characters that can evolve into super-forms as the matches proceed. It's really accessible to just about anyone and it's especially cool as a two-player game. There are also some secret characters and stages to unlock, which definitely add to the fun.

What it all comes down to is that this is actually a fun Digimon game. And for anyone who's played any of the previous titles, you should know that's saying a lot.

Final Score ●●●●
Sam Kennedy

Players: 1-2
Memory Card: 1 block



Hooters Road Trip

Hooters Road Trip

Publisher Ubi Soft

Developer Hoptite Research

Web Site www.ubisoft.com

Stop for a moment and reread the name of this game. Savor it. Allow it to sink in. Hooters. Road. Trip. Visualize all the connotations of such a license. Are you visualizing? Wait, where's your other hand? Oh gross, stop. Stop visualizing immediately. You naughty, naughty boy

For your penance, you will be forced to play this horrible joke of a driving game for a week straight. You'll be forced to watch the short, grainy, ridiculous videos of women in tight, white tank tops and orange hot pants. You will be forced to endure a driving engine that resembles nothing so much as Sega's arcade classic OutRun. Except OutRun looked better and was a heck of a lot more fun. And it came out in 1986.



Hooters Road Trip

The structure of the game is as follows: You are sent off on a "road trip" from Ft. Lauderdale, Fla., by a Hooters girl. You drive for a few minutes. You reach the finish line. You watch a four-second video of another Hooters girl welcoming you to Jacksonville. You drive a few more minutes. You watch another four-second video of yet another Hooters girl welcoming you to Georgia ("y'all"). Then four Hooters girls in bikinis tell you where you placed. Oh, you might win a new car occasionally, and the scenery might change a bit, but let's be honest here. This game was created for the cheesecake, and the cheesecake alone. Don't bother unless you're desperate.

Final Score ●
Joe Rybicki

Players: 1
Memory Card: 1 block



Worms World Party



Worms World Party

Worms World Party

Publisher Ubi Soft

Developer Code Monkeys/Team17

Web Site www.ubisoft.com

Anyone who's played a Worms game knows that beneath its cute facade of warring armed invertebrates lies some truly excellent 2D turn-based strategy. That hasn't changed for World Party, the first PlayStation Worms title in more than two years. In a way, though, the lack of change is for a reason: The game is essentially the same as Worms Armageddon, only with a few differences.

Mainly, World Party just features more things to do in single-player mode. Having more training missions means that you'll stand a better chance in the standard ones ahead, which also come in greater quantity. In a way, these missions qualify as more of a puzzle game, as you often need to figure out the one and only way to succeed. It's easy to get hung up on the level for as long as an hour, as you scream to yourself, "I know I can do this!"

But then you'll start thinking, "Nobody likes me, everybody hates me, I'm gonna eat...one of these guys," when you realize that you're all alone, not playing Worms the way it's meant to be played—in multiplayer. With as many as four teams of four armed annelids apiece—each equipped with everything from bazookas and cluster bombs, to explosive old women and sheep—up to 16 people can play. If you can get around the semi-steep learning curve, multiplayer gaming rarely gets better.

Final Score ●●●●
Chris Baker

Players: 1-16
Memory Card: 3 blocks



X-Bladez: Inline Skater



X-Bladez: Inline Skater

X-Bladez: Inline Skater

Publisher Crave

Developer Vision Scope

Web Site www.cravegames.com
If you've spent any time playing Tony Hawk, SSX, Dave Mirra or any of the even moderately competent extreme-sports games on the market, don't even bother reading on. Seriously, go read something else; this game will offer you nothing but comic relief, and that's not even worth the \$10 you'll drop on it. Now, for the rest of you...hey, where did everyone go?

That's sort of the problem, isn't it? You can buy a Tony Hawk PS one game for \$20 new, and any of those offer so much more than this sorry excuse for an extreme-sports game. Heck, even Razor Freestyle Scooter blows this stinker out of the water.

Don't believe me? Do you remember the string of "Xtreme" titles that 989 published a few years ago? You know, 2Xtreme, 3Xtreme—the games that were basically straight shots downhill, where you would take your choice of extreme equipment on a ridiculously narrow course with weird obstacles and jumps? Well, those games were significantly better than X-Blades.

Significantly.

I think the idea was to create a simple game for kids, but it's not even that simple. In fact, it's much harder to pull off tricks in this game than in any other extreme-sports title I can think of. This feels like yet another attempt to lure unwary shoppers with a cheap price and a hot trend. Don't be fooled—or you'll surely regret it.

Final Score ●
Joe Rybicki

Players: 1
Memory Card: 1 block



IN THIS EDITION



Welcome to Replay, *OPM's* newest section. We've blended our top-flight strategies with our review archive to make a comprehensive gaming bible. In Replay you'll find old scores, new tricks and plenty of ways to get the

most out of your PS2 and PS one games.

This month we feature all of the best fighting games from both systems, to coincide with our brilliant cover story.

Another one of our major coups was getting maps for GTA3. If you haven't found all of the hidden packages, you soon will. We'll hold your hand every step of the way.

SSX Trickx fans: looking for even more shortcuts? As a follow-up to last month we deliver three more levels.

Tell us what else you want to see in Replay on the *OPM* Message boards www.playstationmagazine.com or E-mail us at opm@ps2magazine.com.

SECRETS REVEALED

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NBA 2K2 122

SSX Trickx 112

WWF Just Bring It 120-121, 122

PS one Games

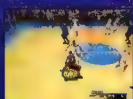
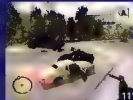
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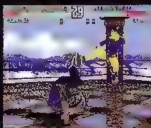


SPECIAL FEATURE: FIGHTING GAMES

With fighting games making a monster comeback we show off tricks for some of our favorite fighters on both systems.



GUILTY GEAR X
Still can't figure out how to unlock Kluif and Justice? Check out our tips on pg. 111 and you'll be on the fast track.



TEKKEN 3
If you've got Tekken fever, then there's no better time to unlock Gon, Ogre and Panda. We give you the lowdown on pg. 115.

PS2 Tricks and Review Archive

Game names in **green** indicate a Greatest Hits title. Ratings in **red** indicate a five-disc score. A number **1** indicates it's rank in the top 30 selling games.

Game	Publisher	Score	Issue
18 Wheeler			
American Pro Truck	Acclaim	***	52
4x4 EVO	GOD Games	****	44
25 Ace Combat 04: Shattered Skies	Namco	*****	51
You want bonus options? Well, we've got your bonus options right here. If, say, you've successfully completed all 18 missions and saved the game After that, load the saved game to unlock the following new options:			
Special Continue			
Allows the entire game to be replayed with new fighters and weapons, along with the cash you pulled down from the first run.			
Free Mission			
Allows any mission to be played at your discretion			
Trial Mission			
This'll let you play the game in either score attack or time attack modes. On a trial basis, of course.			
The Adventures of			
Cookie & Cream	Agetec	***	44
Airblade	Namco	***	53
Aqua Aqua	3DO	**	42
All-Star Baseball 2002	Acclaim	***	45
Arctic Thunder	Midway	*	50
Armored Core 2	Agetec	***	39
Armored Core 2: Another Age	Agetec	***	48
Army Men Air Attack	3DO	***	44
Army Men: Green Rogue	3DO	**	45
Army Men: Sarge's Heroes 2	3DO	***	45
ATV Offroad Fury	Sony CEA	*****	42
Baldur's Gate: Dark Alliance	Interplay	*****	52
Bass Strike Virtual			
Fishing Tournament	THQ	**	51
Batman: Vengeance	Ubi Soft	***	51
Bloody Roar 3	Activision	***	47
The Booby	Square EA	***	42
Burnout	Acclaim	*****	52
Capcom vs. SNK 2	Capcom	*****	51
CART Fury	Midway	*	47
Casper: Spirit Dimensions	TDK Mediactive	**	50
City Crisis	Take 2	***	48
Cool Boarders 2001	Sony CEA	***	46
16 Crash Bandicoot: The Wrath of Cortex Universal		*****	51

Tired of yawning through Wrath of Cortex? We guessed as much. That's why we hit a couple of trick home runs with the following.

Pining for extra lives in Antics-Artica

After he's pounded on the second Boss and have acquired the limitlessly fun Double Jump, try jumping on the heads of those fantastically woolly woolly mammoths. The good news: You don't have to wait for the bazooka. The other good news: You'll be granted an extra Crash life every time you ruin a woolly mammoth's day by jumping on top of one.

A hep and skip of the title trial

On the Wizards and Lizards jay-jay. We only know where to find the Gems. So, to get these Gems jump onto the Skull and Crossbones and find your way to the very end. Red Gem, Crash and Burn, Green Gem: Wizards And Lizards, Blue Gem: Artics-Artica, Yellow Gem: Gold Rush, Purple Gem: The Gauntlet.

If you're looking for a fellow named Jim, you've got the wrong idea. We only know where to find the Gems. So, to get these Gems jump onto the Skull and Crossbones and find your way to the very end. Red Gem, Crash and Burn, Green Gem: Wizards And Lizards, Blue Gem: Artics-Artica, Yellow Gem: Gold Rush, Purple Gem: The Gauntlet.

Crazy Taxi Acclaim **** 46
Dark Angel:

Game	Publisher	Score	Issue
Vampire Apocalypse	Metroid3D	**	49
Dark Cloud	Sony CEA	*****	46
Dark Summit	THQ	*****	52
Dave Mirra Freestyle BMX 2	Acclaim	*****	50
Dead or Alive 2: Hardcore	Techno	*****	39
Devil May Cry	Capcom	*****	50
Disney's Donald Duck:			
Goin' Quackers	Ubi Soft	*****	42
Dragon Rage	3DO	**	54
Drakan: The Ancients' Gates	Sony CEA	*****	53
Driven	Bam Int'l	*	52
Driving Emotion Type-S	Square EA	**	41
Dynasty Warriors 2	Koei	*****	38
Dynasty Warriors 3	Koei	*****	52
Ephemeral Fantasia	Konami	**	49
Escape From Monkey Island	LucasArts	*****	46
Eternal Ring	Agetec	**	38
ESPN International			
Track & Field	Konami	***	39
ESPN International			
Winter Sports 2002	Konami	*****	54
ESPN MLS ExtraTime	Konami	*****	44
ESPN NBA 2Night	Konami	*****	42
ESPN National Hockey Night	Konami	**	46
ESPN Winter X Games			
Snowboarding	Konami	***	41
ESPN Winter X Games			
Skateboarding 2002	Konami	***	53
ESPN X Games Skateboarding	Konami	*****	49
Everglade	Agetec	***	39
Evil Twin	Ubi Soft	**	52
Extermination	Deep Space	**	48
Extreme G III	Acclaim	*****	50
F1 2001	EA Sports	*****	52
F1 Championship	Ubi Soft	***	43
F1 Championship Season 2000	EA Sports	**	41
Fantavision	Sony CEA	*****	40
FIFA 2001 Major			
League Soccer	EA Sports	*****	39
FIFA 2001	EA Sports	*****	51
2 Final Fantasy X	Square EA	*****	53

You want Yojimbo? You got Yojimbo!

This secret summon isn't all that useful, and he charges a steep fee for his services. You'll find this elusive samurai lurking in a forgotten cave between the Calm Lands and Mt. Gagazet. Take the NE exit from the Calm Lands, but rather than walking across the second bridge, go under it. You'll find a mysterious cave packed with monsters. At the heart of the cave you'll encounter the tortured spirit of a fellow summoner. She'll summon Yojimbo to fight you, but he's a total breeze to kill. Afterward, Yojimbo will enter the Playth. However, unlike most Aeons, Yojimbo will not join the party for free. He demands payment of 300,000 gil. It's possible to argue his price down to 250,000 if you're strapped for cash. Yojimbo has no over-drive, cannot cast spells, and will not allow you to control him. Yojimbo demands gil to attack. Hand over one gil and he'll attack with his dog, Daggon, or do one of his sword strikes. If you give him a lot of gil, he'll break out Zanmato, a violent decapitation move. Exceed 9999: Equipping Auron's Masamune allows Yojimbo to exceed 9999 damage.

What good is Yojimbo without the Magus Sisters?

Final Fantasy X's best summon features the return of Cindy, Sandy and Mindy, the Magus Sisters from Final Fantasy IV. Back in the day, these gals were nefarious bosses, but now they're fighting on the side of good. No other Aeon can match the raw power of these ladies. However, recruiting these chicks requires gobs upon gobs of work. First, capture one specimen of each monster rearing the Calm Lands and Mount Gagazet. Return to the trainer in the Calm Lands to receive a small prize. Once all 21 of these critters are in the bag, head to the



SPECIAL FEATURE

Game Publisher Score Issue

southeast corner of the Calm Lands on a chocobo. You'll see a yellow feather on a ledge. Investigate the feather and you'll jump to a hidden ledge. Disembark from the bird and walk to the Remiem Temple. Yuna must now face off against the Aeon trainer against every Aeon she possesses. You can heal between bouts, so it shouldn't be much trouble. Eventually you'll win two items that will open the nearby door to the Faith of the Magus Sisters. On the way out, you can challenge the Aeon trainer one last time for a special item. She calls the Magus Sisters, so using Anima is your best bet.

Controlling the Sisters: You can't directly control the actions of the Sisters. Each one has options such as "Help Each Other," "Go, Go," and "Do As You Will." Choosing these general categories affects what actions they will take. Fighting commands are generally the best choices, but healing and defensive strategies work well in longer boss encounters: if one of them does something really great, choose "One More Time" during the next round to repeat it. Special Attacks: The girls will randomly perform these moves when issued the "Fight" command.

Clody—Camisade: This hydro-powered body slam hits hard. **Sandy—Razoo:** Want to do 99999 damage? Try this. **Mindy—Pissado:** Multiple stinging shots fly from her behind. **Overdrive: Delta Attack:** If the Overdrive meters of all three sisters are full, hit them 15 "Consume Your Powers!" to drain out the Delta Attack. Like any good FF final summer, it's obviously long, quite beautiful and totally deadly.

Formula One 2001 Sony CEA ●●● 50
Forever Kingdom Agetec ●● 53
Frequency Sony CEA ●●● 52

50 **Progger: The Great Quest** Konami ●● 51

Avoiding the little fishes: Somehow people are buying this ridiculous game. Look, folks, Progger was great. But that was over a decade ago. Anyhow, if you simply must have a trick, here's one:

When a fish is chasing you in a pond or a stream or wherever, do your best not to look back. Just keep looking forward and miracle of miracles, you'll lose them after a short while.

Psy Fighters: Viggio's Revenge Acclaim ●●● 46
Gadget Racers Conspiracy ●●●● 50
Gallop Racer Tecmo ●● 48
Gauntlet: Dark Legacy Midway ●●●● 46
Giants: Citizen Kabuto Interplay ●●●● 51
Gitaroo-Man Koel ●●●● 53
Godai: Elemental Force 3DO ●● 54
Gradius III and IV Konami ●●●● 49

12 **Gran Turismo 3: A-Spec** SCEA ●●●● 36

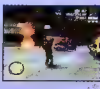
We bring you this trick from reader and GT3 expert John Demani (john_demani@hotmail.com) of Toronto, ON.

If you would like to break the 1,000 mph barrier, here's my setup: **Vires:** Racing Super Soft F&R Suspension: Spring Rate: 4.0 F&R Ride Height: 75 F&R Shock Bound/Rebound: L7 all around **Camber/Toe Angles:** All at 0

Stabilizers: L3 F&R Brakes Brake Balance: L1 F&R Drivetrain: Limited Slip: Initial at 5/5; Accel at 60/60; Damped at 5/5 Gear Ratio: Bring the auto setting to 48, then bring the final gear to 2.798; finally, set the individual gears as far to the left as possible. You should be left with 1st 4.604, 2nd 2.888, 3rd 2.014, 4th 1.485, 5th 1.157, 6th 0.875 7th --- RN 2.798 Other: Downforce - 0.38 front/1.08 rear; ASM/TCS: 0, VCD 10% NOTE: Any car with an adjustable downforce (this is a must) and high horsepower can pull off a wheelie with this formula. Remember to go the opposite direction during the speed test so you can circle the track indefinitely.

1 **Grand Theft Auto III** Rockstar ●●●● 52

Grand Theft Auto III isn't just a game. Well, yes it is, but it's an experience, too. If you want to cheat your way through, we guess it's our job to let you. But show a little pride, stiffen that upper lip, and try really, really hard to beat it without cheats first. Pretty please, if you do use these, keep in mind that a message will appear if you've entered them correctly. Also, there is no invincibility. So be prepared to re-enter these often and often.



Game Publisher Score Issue

Full health
While playing a game, press R2, L2, R1, L1, Left, Down, Right, Up, Left, Down, Right, Up. Consequently, if you're in a situation where your vehicle is on fire, enable this code to extinguish it.

Full armor
While playing a game, press R2, L2, R1, L2, Left, Down, Right, Up, Left, Down, Right, Up.

All weapons
While playing a game, press R2, L2, R1, L2, Left, Down, Right, Up, Left, Down, Right, Up. Repeat this code for more ammunition.

Grandia II Ubi Soft ●●●● 53
Guilty Gear X Majesco/Sammy ●●●● 52
Gungriffon Blaze Working Designs ●●●● 39
Half-Life Sierra ●●●● 51
Harvest Moon:
Save the Homeland Natsume ●●●● 51
Heroes of Might and Magic:
Quest for the Dragonstone Staff 3DO ●●● 46
High Heat MLB 2002 3DO ●●●● 44
Ico Sony CEA ●●●● 50
Jade Cocoon 2 Ubi Soft ●●●● 53

15 **Jak and Daxter** Sony CEA ●●●● 52

This thingies offers up very little on the cheat scene. But we hunkered down and dug up a little something for the J&D hardcore.

Alternate conclusion
Complete the game after collecting at least 100 Power Cells and you'll be rewarded with a different ending.

16 **James Bond 007: Agent Under Fire** EA Games ●●●● 52

It's an oddity trying to "cheat" when it comes to James Bond. After all, every film is a big cheat-fest. How can one man evade 30,000 bullets while not even missing his hair? We don't know either.

Never visit the doctor again!
Try memorizing this extensive combo of cheats. Or, just get unlimited health. Hold L1 + R2 and press Up, Down, Circle, Circle, Down, Down, Down, Left, Circle at the main menu. Begin the game, and once in a level, press Start. Then, hold Down + L2 + R1 and press Circle, Circle, R2, Circle, L1, Square, Square, Circle.

Weapons galore
Pause gameplay, then hold L1 + L2 and press X, X, X, Up, Down, Circle, Right, Up, Down, Circle.

Invincibility rules
Unlimited health wasn't enough for you? All right, all right, then why not get Gold Bond? To get Gold Bond, shoot a man and keep shooting in the same spot until your ammunition runs out. Then, shoot his gun once with your PP7 and pick it up. You will see 0 and Moneypenny walking around. Shoot them and believe it or not, you'll get Gold Bond.

The Man with the Golden gun
Successfully complete the Trouble in Paradise level with a Gold rank and you'll be the man with the golden gun.

Jeremy McGrath Supercross World Acclaim ●● 53
Kango: Master of Bushido Crave ●●● 42
Kessen EA Games ●●●● 39
Kessen II Koel ●●●● 51
Kineticia Sony CEA ●●●● 50
Klonoa 2: Lunatic's Veil EA Games ●●●● 47
Knockout Kings 2001 EA Sports ●●●● 42
The Legend of Alen D'ar Ubi Soft ●● 54

28 **Legends of Wrestling** Acclaim ●●● 53

Legends of Wrestling is no throw-away title. It's a game that's a leg drop to the consciousness of America. A video game with a bunch of washed-up meatheads. But that doesn't mean you're not playing it. Here are codes and codes for your pleasure.

Unlock all of the has-beens
At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Triangle, Square to unlock all wrestlers.

Wrestle as Captain Lou Albano
Successfully complete Career mode with a Hated legend to unlock Captain Lou Albano.

Wrestle as King Kong Bundy
Complete the Southeast Territory in



EHRGEIZ

Ultimate Throw

To perform your character's Ultimate Throw, hold R1 and rotate the directional pad in a 360-degree motion. At the end of the motion, press X and Square. Your character will lunge forward trying to grab your opponent. However, for this to work, you must be very close.

Enable secret characters.

Here is a complete list of the secret characters and how to enable them:

Koji Masuda: Defeat the Arcade game on any difficulty setting with any male character.

Claire Andrew: Defeat the Arcade game on any difficulty setting with any female character.

Yuffie Kisaragi: Defeat the Arcade game on any difficulty with Cloud Strike.

Vincent Valentine: Defeat the Arcade game on any difficulty setting with Tifa Lockheart.

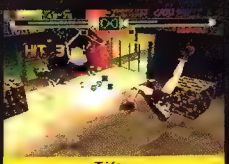
Zack: Defeat the Arcade game on any difficulty with Cloud, Vincent, Yuffie, Tifa and Django.

Django: Defeat the Arcade game on any difficulty setting with Cloud, Vincent, Yuffie, and Tifa.

Evil Panel Minigame
Defeat the CPU 10 straight in the Battle Panel minigame. When you have done that, hold L1 + L2 + R1 + R2 and choose Battle Panel on the main menu.



Cloud



Tifa



Yoyo

GUILTY GEAR X

Extra Costumes

Getting extra costumes is easy: Each of the buttons (X, Circle, Square and Triangle) will give you a different colored outfit. Really adds to the flavor of the experience, no?

Secret Characters

Unlock Testament

Complete Arcade mode for the first time or reach Survival Level 20 in Survival mode and defeat Testament to unlock him in all modes.

Unlock Dizzy

Reach Survival Level 30 in Survival mode and defeat Dizzy to unlock her in all modes.

Unlock Dizzy and Testament code
Or try this: On the Press Start screen press, down, right, right, up.

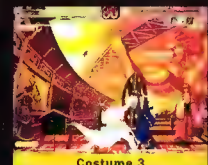
Unlock Guilty Gear Mode
Reach Survival Level 100 in Survival mode and defeat the final opponent to unlock Guilty Gear mode in the Options mode.



Costume 1



Costume 2



Costume 3



Costume 4

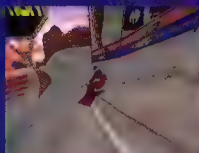


SSX TRICKY: THE SHORTCUTS

Our timely Tricky follow-up features more watch-stalling paths



Aloha #1



Mesablanca #1



Aloha #1



Mesablanca #1

Aloha

1. Fan Shortcut: Maximum or near-maximum boost is needed to pull off this bad boy. After coming out of the first tunnel on Aloha you'll cross a river. Directly in front of you will be two blue shortcut signs. Steer toward the blue shortcut sign on the right. Aim slightly to the right of center and jump through the shortcut sign. Depending on how much pop you've used, you'll either smash through the red shortcut sign located further down or you'll fly right over it. As soon as you land, check your speed. Directly in front will be two sets of three cables leading into a waterfall. Railsides either of the sets of cables. You'll now be in a tunnel with a fan. Ride down the tunnel and avoid the fan, otherwise it'll chop your speed to bits. At the end of the tunnel is a small cave supporting a billboard. RAILSIDE the cable to the other side. Make sure you don't touch the controller and don't use any boost. Your momentum will take you into another billboard before down. Here's where you'll need that precious boost. As soon as you hit this billboard, hammer the boost. Right at the end of the billboard, you'll need to jump to land on another billboard further down. From this billboard you'll either jump back onto the main path or into the water tunnel to your left.

2. Pipe Shortcut: Just beyond the third river gap go to the left-hand side of the track. There will be a glass wall traveling along the left-hand side. A little down from where it ends is a red shortcut sign. Guide yourself toward the shortcut sign, in between two pylons, and in front of the shortcut sign, you'll find a pipe. RAILSIDE the pipe through the short-

Mesablanca

1. Start Gate Shortcut: Right out of the start gates you'll need to head to the right. There will be a jump with two "Jump" caution signs on either side of it. Steer to the right of the right caution sign. As you pass the caution sign you'll see a fence that ends in front of you. Aim yourself so you're heading toward where the

3. Canyon Shortcut: Maximum or near-max boost is needed to execute this shortcut without complication. After crossing the swinging bridge you'll be faced with two turns. Ride through both of those turns. Directly in front of you will be two "Jump" caution signs. Take yourself to the left of the left-hand side caution

Tokyo Megaplex

1. Rails: After exiting the start gate, tunnel aim yourself to the left-hand side of the track. There will be three green triggers straight ahead. Hit any of the mean green triggers and it'll raise a ramp in front of you. Take yourself up the ramp and aim for the small entrance into the tube. Jump off the ramp and enter the smaller

"Depending on how much pop you've used, you'll either smash through the red shortcut sign...or you'll fly right over it."

cut sign and down. It will take you onto a billboard, at the end of which is another pipe at an angle. Continue RAILSIDE the second pipe until it takes you to a glass wall. RAILSIDE the glass wall onto the cable that runs beside the top of the first. This cable will take you onto a billboard. At the end of the billboard you'll drop onto a pipe that will take you all the way down the turn section.

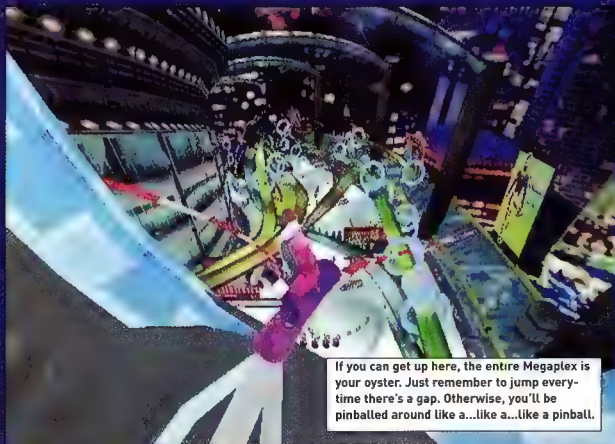
3. Cave Shortcut: As you approach the entrance to the cave, angle yourself to the left-hand side of the main path. Be careful not to get onto the rails that travel across the river and into the cave. Instead, aim your boarder to the left of the last cable and jump toward the checkpoint sign. Best-case scenario: You'll land underneath the checkpoint sign. Directly in front will be a red shortcut sign. Ride through the shortcut sign. This will save you massive time in the cave.

fence ends. There will be a small hill behind the fence. As you pass the end of the fence, ride up the hill and jump. Aim yourself slightly to the right on the take-off. You'll launch over the rock face in front of you and land on an upper path that will shave time off the first few turns on the track. A nice boost to start out with. **2. Mine Shortcut:** Just past the first checkpoint on Mesablanca there is a jump. Take yourself off the left-hand side of the jump. After landing, go to the left of the rail on the main path. There is a blue shortcut sign located straight ahead. Take your bad self through the blue shortcut sign and stay to the left. Ride across the snow-covered rock bridge. You'll enter a tunnel. Make sure to follow the tunnel until the end. It will lead into another tunnel with mine cart rails. This tunnel is the beginning of the mine shortcut and will save you more time than you can shake a snowboard at.

sign. You'll drop off a cliff and onto an icy path. Ride along that ice slide of a path until it opens up. When it opens, you'll see crowd stands directly ahead. Take yourself to the right of those fancy-schmancy crowd stands. As you come behind the crowd stands you'll find a red shortcut sign directly ahead of you, across a gap. Climb on the lip and aim for that tempting red sign. Keep in mind that there is a gap that has to be jumped over, so timing is crucial. After jumping across the gap you'll have the pleasure of smashing through a wooden fence and entering a tunnel. The tunnel will turn to the left and end with a wooden fence. There's another gap that must be crossed before entering the second part of this tunnel. The second tunnel will end and drop you back onto the main path with a big lead

entrance to the tube. This part of the tube will take you to the top level of the track. If you nail those rails you'll feel like a king.

2. Railside to Underground Tube: About one minute down the track the path splits into three. Take the middle path. At the end of the path will be three triggers. Hit any of them to open the Iris door directly ahead. Enter the tunnel behind the Iris door and ride to the end. There will be a trick boost located at the very end. Right behind the trick boost there is a rail. Take your bad self RAILSIDE the rail. The rail will take you up and over another set of three Iris doors and drop you into an underground tube. Follow the tube until you reach the end. Just before the end of the tube be sure to jump and you'll land on the glass roof, thus avoiding the pinball section of the track.



Tokyo Megaplex #1



DVD EGGS



American Pie 2

Go to Stiller's bonus materials section. Press Down to access the second set of bonus materials. Once there, press Up and the Bonus Materials headline will turn red. Hit enter and get a peek at an amusing moment with some of the AP2 cast.



Austin Powers: The Spy Who Shagged Me

Go into the extra features menu and wait for about a minute. After that, Doctor Evil's rocket will appear. Highlight the rocket to gain access to some additional treasures.



Beastie Boys DVD Video Anthology

Everyone loves when the B-Boys make noise, and we found an extra way to get your DVD a-rackin'. Go to the main menu and on to the Schematic Overview section. Press Right five times. No more, no less. Then hit Down to select the color bars box. You'll get an audio track featuring Spike Jonze.

The Adventures of Buckaroo Banzai

With a title like this, how can it sell less than a million copies? Anyway, select special features and scroll Down until you can select More. Then select Banzai Institute Archives. From there, push Down to special features. Go Right to highlight the BB icon, and you will be shown alternate covers. But wait, there's more! Select special features then select deleted scenes. From there push Down until you get to special features. Then push Left to highlight the Watermelon icon. Hit Enter and you will be brought to a second page. Press Up to highlight the BB icon and you'll hear a chat about watermelon in the movie.



The Fast and the Furious

For fans of primal idiocy and fast cars, this Easter egg will leave you hungry for more pedantic cinema.

1. From the main menu, select bonus materials. Then click Down to "Multiple Camera Angle Shot Sequence," then push Right. Then a yellow steering wheel will show up over the right-hand taillight of the tractor trailer. Press Enter and you'll get to see the final stunt in an extended format using all eight camera angles.
2. Go to the Bonus Materials menu and select "Racer X: The Article That Inspired The Movie." When the article is on the screen, cursor up and a steering wheel will appear by the title. Selecting this will show a short video that starts with interviews and ends with several shots from the movie.



Tomb Raider

Interested in a brief interview with Angelina and her pappy? In the Special Features menu of the disc. Below the "Main Menu" is an icon that looks like two waves of water. Press down, hit Enter and enjoy.

Game	Publisher	Score	Issue
Midnight Club	Rockstar	****	38
Mobile Suit Gundam: Journey to Jaburo	Bandai	*	48
Mobile Suit Gundam: Zeonic Front	Bandai	***	54
Jonny Moseley Mad Trx	3DO	**	54
Journey to Jaburo	Bandai	*	48
Moto GP	Namco	***	39
Moto GP2	Namco	****	53
Monster Rancher 3	Tecmo	****	50
Motor Mayhem	Infogrames	***	47
MTV Music Generator 2	Codemasters	***	46
The Mummy Returns	Universal Int.	**	52
MX 2002 featuring Ricky Carmichael	THQ	****	47
MX Rider	Infogrames	***	52
Namco Museum	Namco	****	53
NASCAR 2001	EA Sports	***	40
NASCAR Heat	Infogrames	****	47

11 NASCAR Thunder 2002 EA Sports **** 51
Yeah, we've got some NASCAR Thunder tricks! I can't wait to get in my car with a big '3 painted on the hood'

Bonus drivers

If you've taken the time to complete a season, then you'll know that two bonus drivers are unlocked. But did you know you get two every time you finish a season? Yep, Cletus. Finish eight seasons and you'll unlock the whole crop of rednecks.

FMV stands for Fast Movin' Vehicle!

Complete Season mode once to unlock a championship video. But don't think there are more where that came from. There are not. At least not until you finish eight seasons. Which is worth it if you'd rather drink motor oil than Evan

NBA 2K2	Sega Sports	****	53
NBA Hoopz	Midway	***	44
NBA Live 2001	EA Sports	***	42

12 NBA Live 2002 EA Sports *** 51

Bad game, superstar stats

Why you're looking for codes for Live when you could be out shoveling driveways to earn extra cash for NBA 2K2 to beyond us. But if you're that desperate to improve your hoops experience, try the At the main menu, press Circle to access the active menu. Select Roster, then Edit Player. A Super Star player will appear if you Create A Player list has no entries. Press R2 to increase the player's stats at the edit player screen. To choose a different player, press L2 to return to the Create A Player list. Then, press Start and change to another player. Big fun. Until the game starts.

NBA ShootOut 2001	Sony CEA	***	44
NBA Street	EA Big	****	47
NCAA Final Four 2001	Sony CEA	*	41
NCAA Final Four 2002	989 Sports	**	52

14 NCAA Football 2002 EA Sports **** 48

Rather, you like college gridiron or not, this game is better than Madden. Maybe no one told you, but it's true. And the recruiting is as gut-wrenching as the last two minutes of the Rose Bowl.

Infinitesimal creation points

Create a player, then go to Edit Player at the roster screen. Press Up or Down to choose the player you want to edit. Press Right to get to the speed category. Press X, then press X again. But we beseech you to cheat only if you're going to make DePaul University a national power. Just take Florida, instead. They have infinite points on that team anyway.

NCAA GameBreaker 2001	Sony CEA	**	41
NCAA March Madness 2002	EA Sports	***	53

16 NFL 2K2 Sega Sports *** 52

If you're tired of being shot down behind the line of scrimmage in Madden, try this game on for size. Big plays, wicked cuts and plenty of pace and action.

Big-time players and haters

Having a hard time running roughshod? Try this masterful trick for fun on size. Maybe it'll help get the Carolina Panthers into third place. To create a 100-rated QB, set the upper and lower body strength low enough to put all the other stats at 100. Then, hit the rest on your upper or lower body strength. This same trick can be used for these positions: RB, TE, WR, DB, LB, DT, DE. If you're going to use

Game	Publisher	Score	Issue
NFL GameDay 2001	Sony CEA	*	40
NFL GameDay 2002	989 Sports	**	53
NFL Quarterback Club 2001	Acclaim	***	50
NHL FaceOff 2001	989 Sports	****	43
NHL 2001	EA Sports	****	38
NHL 2002	EA Sports	****	50
NHL Hitz 2002	Midway	****	51
Okage: Shadow King	Sony CEA	****	51
Oni	Rockstar	**	43
Onimusha: Warlords	Capcom	****	43
Orphen: Scion of Sorcery	Activision	***	39
Pac-Man World 2	Namco	****	54
Pans-Dan Rally	Acclaim	**	53
Portal Runner	3DO	**	50
Project Eden	Eidos	****	52

this cheat for the defensive side of the ball, though, make sure the guys are big in stature. And we mean big. For a DT or DE set the weight to a whopping 400 lbs. and set the height at around 6'. For the LB, set the weight at about 280 lbs. and make him 6' 5".

Q-Ball Billiards Master	EA Games	****	44
Quake III Revolution	Ubisoft	****	41
Rayman 2 Revolution	Acclaim	****	41
RC Revenge Pro	Midway	****	40
Ready 2 Rumble Round 2	Infogrames	****	40
Real Pool	THQ	****	46
Red Faction	Capcom	****	48
Resident Evil - Code: Veronica X	Sega	****	53
Rex	Namco	****	38
Ridge Racer V	Konami	****	43
Ring of Red	EA Sports	****	48
Rugby	EA Games	****	45
Rumble Racing	Take Two Int.	****	48
Rune: Viking Warlord	Konami	****	43
Shadow of Destiny	Midway	****	52
Shadow Hearts	Midway	****	52

Shawn Palmer's Pro Snowboarder	Activision	***	52
Silent Hill 2	Konami	****	50
Silent Scope	Konami	***	39
Silent Scope 2	Konami	****	49
Silphoed: The Lost Planet	Working Designs	****	40
The Simpsons Road Rage	EA Games	****	52
Xy Odyssey	Activision	****	40
Smuggler's Run	Rockstar	****	39
Smuggler's Run 2: Hostile Territory	Majesco	***	52
Soccer America: International Cup	Hot-B	**	48
Soul Reaver 2	Activision	****	52
Splashdown	Infogrames	****	52
Spy Hunter	EA Sports	****	50
SSX	EA Sports BIG	****	38

19 SSX Tricky EA Sports BIG **** 52

Everything about this game sends ch-ch-chills through our spines. It's one of our staff fa-fa-fa-favorites and we love getting tri-tricky with our first time

Play as Mix Master Mike

At the title screen, hold L1 + R1 and press X, X, Right, X, X, Down, X, X, Left, X, X, Up. If you put this hush code in correctly, you'll hear a sound. Choose any boarder at the character select screen and they will be replaced by Mix Master Mike. Sadly, there are no new Uber moves for him. He's just like the ones of the character that he replaced.

Malina's hairs

At the title screen, hold L1 + R1 and press X, X, Right, Circle, Down, Triangle, Triangle, Left, Square, Square, Up, Release L1 + R1. Again, if done correctly, you will hear a sound. Choose Elise and start a course. She will have the Malina's Board and a blue outfit. Sadly, this only works for Elise. But man, the face on the board is seriously zesty.

Pipedream course: Win a medal on all Showoff courses.

Untracked course: Win a medal on all Race courses.



Game	Publisher	Score	Issue
Star Trek Voyager: Elite Force	Majesco	●●●	53
Star Wars: Episode 1 —Super Bombard Racing	LucasArts	●●	46
Star Wars: Starfighter	LucasArts	●●●●●	43
Street Fighter EX 3	Capcom	●●●●	39
Stretch Panic	Conspiracy	●●●●	47
Summer	THQ	●●●●	39
Sunny Garcia Surfing	Ubi Soft	●●●●	51
Super Bust-A-Move	Acclaim	●●●●	41
Supercard Street Challenge	Activision	●●●●	52
Surfing H30	Rockstar	●●	40
Swing Away Golf	EA Games	●●●●	38
Tarzan Untamed	Ubi Soft	●●●●	52
Tekken Tag Tournament	Namco	●●●●●	39
Test Drive Off-Road: Wide Open	Infogrames	●●●●	48
Theme Park Roller Coaster	Bullfrog	●●●●	41
Thunderstrike:			
Operation Phoenix	Eidos	●●	52
Tiger Woods PGA Tour	EA Sports	●●●●	44
Time Crisis 2	Namco	●●●●	49
TimeSplitters	Eidos Int.	●●●●●	39
Tokyo Xtreme Racer Zero	Crave	●●●●	45

● **Tony Hawk's Pro Skater 3** Activision ●●●●● 51

This game rules our world. Now if we could all do that damn olive everyone's talking about.

Cheat mode

You'll have to beat the game once to access the cheat menu. But if you do, then enter "backdoor" to unlock all cheat options. If you do this, you'll hear a cash register. Then hit Pause in Career mode to access the cheat menu. Press X to toggle the options. There are plenty to choose from. But the Snowboard mode has to be the stupidest cheat in any THPS game, by far.

Level select

In the options menu, choose Cheats. Enter "roadtrip" to unlock all levels. You'll hear the cling-clang of a nifty cash register.

All characters

In the options menu, choose Cheats. Enter "YOHOMIES" to unlock all characters. Don't drop your controller from that cash register racket.

Play as hidden skaters

Enter one of those names at the Create a Skater screen: 062287, DDT, Ractopropolis, Brainlesstide, Eastside, Skatechairs, Miss, Joel, Goffie, Frogman, Grass Patch

Top Gear Bare Devil Kemco ●●●● 41

Top Gun: Combat Zones Titus ●●●● 50

Triple Play Baseball EA Sports ●●●● 46

Tyranian: Atonement Altus ●●●● 53

Twisted Metal: Black SCEA ●●●●● 47

Unicon Tecmo ●●●● 44

Unreal Tournament Infogrames ●●●● 40

Vampire Night Empire ●●●● 51

Vicious Boxers Empire ●●●● 48

War Jetz 3DO ●●●● 44

Wave Rally Eidos ●●●● 53

Wild Wild Racing Interplay ●●●● 39

Winback Koel ●●●● 43

Wizards: Tale of the Forsaken Land Altus ●●●● 53

World Destruction League: Thunder Tanks 3DO ●●●● 42

World Tour Soccer 2002 989 Sports ●●●● 53

● **WWF Smackdown! Just Bring It** THQ ●●●● 52

So you're not bored with SmackDown! Just bring it? Oh, you are! And that's why you're here. OK, well this will add some spice and inspiration. It's a few of the movesets you unlock when you start beating the game, and who they belong to. If they're on this list, you can create them. If you want the entire list, go to www.gamers.com.

Unknown 2 NCBI: Booker T

Unknown 4 ERV: RVO

Unknown 5 ELS: Lance Storm

Unknown 8 NCBI: Hurricane Helms

REPLAY FORUM

While playing the game, press Start, then hold L1 + R1 + L2 + R2, and press X, Y, Triangle, if it isn't you all the weapons. As for part 2, it's not even out yet! What good would come of this?

SEYMOUR BUTTS

What is a good strategy for beating Seymour the first time? I've been working on my abilities but I'm still a little too weak. Any suggestions?

VashHT

Seymour 16,000 HP's attacks with elemental spells, so Yuna can cancel this damage by sealing elemental defenses. Take care of the guards 12,000 HP's each first, as they will heal any hurt you put on Seymour.

Since the guardians' Auto-Heal for 1000 HP after every hit, wear them down with Lulu's spells that do more than 1k of damage. Once they're defeated and you're back.



half of Seymour's HP away, he'll summon his Aeon, Anima (18,000 HP), which is strong. Have Yuna summon her newest Aeon, Shiva.

Game	Publisher	Score	Issue
Unknown 11 WDP: X-Pac			
Unknown 14 WWV: Val Veris			
Unknown 15 WGF: Godfather			
Unknown 24 ZSM: Shawn Michaels			
Unknown 28 CRF: Ric Flair			
Unknown 29 CKR: Kevin Nash			
Unknown 33 CHR: Hulk Hogan			
X Squad	EA Games	●●●●	38
Yuna Caballista: City Skater	Koel	●●●●	49
Z.O.E: Zone of the Enders	Konami	●●●●	44

PS ONE TRICKS AND REVIEW ARCHIVE

007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians:			
Puppies to the Rescue	Eidos	●●●●	41
Ace Combat 1	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●●	31
Action Bass	Take Two	●●	37
Action Man: Operation Extreme	Hasbro	●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas			
International Soccer	Rockstar	●	23
Alone in the Dark:			
The New Nightmare	Infogrames	●●●●	47
Allen Resurrection	Fox Interactive	●●	38
Alundra	Working Designs	●●●●●	4
Alundra 2	Activision	●●●	32
Animanicas Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●●	37
Apocalypse	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arc the Lad Collection	Working Designs	●●●●	52
Arcade Party Pak	Midway	●●●●	28
Arcade's Greatest Hits:			
Atari Collection 2	Midway	●●●	7
Arcade's Greatest Hits:			
Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●	3
Armored Core:			
Master of Arena	Ageatec	●●	31
Armored: Project S.W.A.R.M.	Acclaim	●	36
Army Men: Green Rogue	3DO	●●●	20
Army Men Air Attack 2	3DO	●●●	39
Army Men: Sarge's Heroes	3DO	●●	47
Army Men: Sarge's Heroes 2	3DO	●●●	32
Army Men: World War	3DO	●●	40
Army Men World War:			
Final Front	3DO	●●	45
Army Men World War:			
Land, Sea, Air	3DO	●●	39
Arthur! Ready to Race	The Learning Co.	●	42
Assault	Midway	●●●	15
Atari Anniversary	Activision	●●●●	16
Atari Anniversary			
Edition Redux	Infogrames	●●	53
Atlix: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●	8
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Asoci	●●●●	15
Ball Breakers	Take 2	●●●●	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Ageatec	●●●	28
Bass Rise	Bandai	●●●	28
Batman:			
Gotham City Racer	Ubi Soft Games	●●	46
Batman & Robin	Acclaim	●●	13
Batman Beyond:			

SPECIAL FEATURE

RIVAL SCHOOLS

Service Mode

Beat the Evolution disk on the hardest difficulty setting using Natsu.

Shoot-Out Mode

Beat the Evolution disk on the hardest difficulty setting using Robert.

Shoot-Out Mode

Beat the Evolution disk on the hardest difficulty setting using Shama.

Unlock 24 Bonus Characters

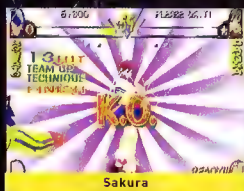
Beat the game with each of the 24 characters, and you should get a secret character every time you beat the game.

Volleyball Mini Game

Complete the Evolution Disc game with Natsu on the highest difficulty to unlock her Volleyball game.

Unlock Kyoko's Office

Beat the Evolution disc game with Kyoko on the highest difficulty setting.



TEKKEN 3

Enable Tekken Ball mode

Defeat the Arcade mode eight times. Tekken Ball should be available to play from the title screen after you complete this event.

Play as Panda

To play as Panda, simply put the cursor on Kuma and press Circle. Panda will appear as soon as the fight starts.

Unlock Gon Easily

Get onto the high score board for survival, and when you enter your name, put your name as GON.

Unlock Ogre

Beat the game with eight different characters.





GTA3: FIND THE PACKAGES

Having trouble finding the hidden packages around Liberty City? We thought so. Well, not anymore. Here they are!

PORTLAND



33 Packages

Finding all 33 packages in Portland is no easy feat. It takes perseverance, good luck, and...wait. No it doesn't. It takes using this map. Here are some tough ones:

- 1: You'll need to get onto the elevated train tracks and then you'll need to jump over the roof of the Head Radio Station.
- 16: Smash the glass of the construction company building to escape this one.
- 17: You'll need to climb the stairs to the look of Luigi's Sex Club for this one.
- 18: OK, so you've got the package on top of Luigi's club, huh? Well, you're not done yet. Now you'll have to go west to the roof across the way.
- 19: Go into the subway station and find the bathrooms on the middle level.
- 32: You'll have to use a Betty-Up or a Turtle Head Fish Co. truck to get to this one.
- 33: This one's a real son-of-a-gun, because you can't get it until you have access to the boat. Once you do, take it to this southern island and dock the boat on the rocks.

STAUNTON ISLAND



36 Packages

You've got all the time in the world to conquer the packages of Shoreside Vale. Unless you have a job. In that case, this map should make finding the hidden stuff clockwork.

- 36: This hidden package is perched above on the hospital overhang. It'll take plenty of maneuvering to get to, unless you just want to jump on top of your latest car.
- 39: Search the construction site and you'll find a building with a staircase on the level. Take the stairs and you'll find it inside the room.
- 47: Strap on your gym shoes here. You'll have to break through the roof of the gym.
- 49: Go to the center of the drawbridge for this one.
- 52: Jump away from water and you can snag this floating package.
- 54: Check behind this part of the church to find the sought-after package.
- 58: Take the ground-level fire exit doorway to the top of the rooftop.
- 64: Look up to find this package smack-dab in the middle of the pedestrian station.

SHORESIDE VALE



31 Packages

All right, so you've found every hidden package in the order we've designated, right? If you haven't, you're going to lose your mind back-tracking. Here are the final 31, but we picked out some of the ones that kept us scratching our heads.

- 71: Bring your snorkel. You'll have to go into the swimming pool.
- 74: Hop into the backyard of the most west home in the mansion > > >
- 78: Plop your can on the Exchange helipad to score here.
- 82: This one takes springs. Use the stairs on the building opposite of this package. Then jump onto the awning of the building holding the package hostage.
- 83: Look in the overpass tunnel positioned behind the hideout.
- 84: You'll have to walk on the concrete walls, jump down onto a rooftop, and beat up some of the fenced area.
- 85: These designers know how to keep you struggling. Look under the twisted American bridge to score this loot.
- 89: Go behind the police station and check the shingles on the roof.
- 94: This package is easy to miss. It's in front of the airport, behind those beach volleyballers' billboards.
- 100: This one may not be the hardest to find, but it's the last (if you've done them in order). It's at the end of the runway, near the water. Watch out for any gun-toting Columbian.

REPLAY FORUM

Cont. from pg. 115

It will appear as if you're on her summon list. I attack normally with Shiva, but when she's wounded, you can heal her by casting her ice spells on herself. Keep this up until she gets her overdrive and you'll be in good shape.

GT3 SUPER CHEAT?
Is there any way in GT3 to keep unlimited health/armor/weapons, on without having to punch them in every single time?

songoku1980



Look, you're already cheating. Isn't that enough? In fact, no, there is no code for such a thing. So memorize the one you've got. Or keep visiting the local brothel.

DEVIL MAY NOT CHEAT

I've never seen cheats for Devil May Cry. A few codes would be nice.

rudwaynefan



As for cheats, there aren't any "cheats" that we've been able to uncover. But how about secret mission locations?
Mission 7: Kill the enemies in the sewer hall. Then go the pipe room where the key was located.
Mission 11: Go through the door

Don't worry, 119

Game	Publisher	Score	Issue
Return of the Joker	Ubi Soft	4	39
Battle Hunter	Agelec	44	48
Battlelance: Global Assault	3DO	44	31
Beast Wars	Hasbro Int.	44	5
Big Air	Accolade	44	20
Big O! Bass 2	Konami	44	45
Billiards	Agelec	44	45
Bio F.R.E.A.K.S.	Midway	44	10
Black Bass with Blue Marlin	Hot-8	44	29
Blade	Activision	44	41
Blast Lacrosse	Acclaim Sports	44	48
Blast Radius	Psygnosis	44	19
Blast Master			
Blasting Again	Sunsoft	44	38
Blasto	Sony CEA	44	8
Bloody Roar	Sony CEA	44	6
Bloody Roar 2	Sony CEA	44	21
Blues Big Musical	THQ	44	48
Board Game: Top Shop	Agelec/A1 Games	44	45
Bombberman Fantasy Race	Atari	44	19
Bombberman Party Edition	Vatical	44	38
Bombberman World	Allies	44	13
The Bombing Islands	Kemco	44	47
Boombots	SouthPeak	44	27
Bottom of the 9th '97	Konami	44	1
Bowling	Agelec	44	43
Boxing	Agelec	44	45
Brave Fencer Musashi	Square EA	44	15
Bravo Air Race	THQ	44	1
Breakout	Hasbro Int.	44	39
Breath of Fire III	Capcom	44	9
Breath of Fire IV	Capcom	44	40
Brigandine	Atari	44	15
Broken Sword	THQ	44	5
Broken Sword II	Crave	44	27
Brunswick Circuit Pro Bowling	THQ	44	13
Brunswick Circuit Pro Bowling 2	THQ	44	31
Bug Riders	GT Interactive	44	3
Bugs Bunny Lost in Time	Infogrames	44	23
Bugs Bunny & Taz: Time Busters	Infogrames	44	41
Builder's Block	Jaleco	44	35
Burstrick Wake Boarding	Natsume	44	45
Bushido Blade 2	Square EA	44	14
Bust A Groove	989 Studios	44	16
Bust A Groove 2	Enix	44	36
Bust-A-Move 99	Acclaim	44	19
Bust-A-Move 4	Natsume	44	17
Buzz Lightyear of Star Command	Activision	44	39
C: The Contra Adventure	Konami	44	12
Cesar's Palace II	Interplay	44	15
Cesar's Palace 2000	Interplay	44	41
Card Games	Agelec	44	50
Cardinal SWN	Sony CEA	44	9
CART World Series	Sony CEA	44	3
Casper			
Friends Around the World	Sound Source	44	41
Castlemania Chronicles	Konami	44	50
Castleman a SoN	Konami	44	2
Castrol Honda Superbike	Electronic Arts	44	21
Centipede	Hasbro Int.	44	22
Championship Bass	EA Sports	44	33
Championship Motocross			
Featuring Ricky Carmichael	THQ	44	25
Championship Motocross 2001			
Featuring Ricky Carmichael	THQ	44	41
Championship Surfer	Mattel Int.	44	41
Chessmaster II	Mindscape	44	23
Chicken Run	Eidos	44	41
Chocobo Racing	Square EA	44	23
Chocobo's Dungeon 2	Square EA	44	29
Chrono Cross	Square EA	44	36
Circuit Breakers	Mindscape	44	12
Civilization II	Activision	44	18
Clock Tower	Asili	44	2
Clock Tower II			
The Struggle Within	Agelec	44	28
Colin McRae 2.0	Codemasters	44	40
Colin McRae Rally	Sony CEA	44	30
Colony Wars	Psygnosis	44	4



SPECIAL FEATURE

STREET FIGHTER ALPHA 3

Play as Evil Ryu and Guile

To play as Evil Ryu and Guile, build your character to level 30 and level 31.

Play as Shin Akuma

Build up your fighter to Level 32 in World Tour mode and beat Shin Akuma. To play as him, highlight Akuma, hold L2 and press X to select him.

Unlock all modes

If you beat Arcade Mode at difficulty 8 without continuing, all the secret modes will become available.

Unlock Super M. Bison

Use a character with an experience level below 30. Defeat M. Bison in the final stage of the World Tour. To pick Super Bison, go to the Character Select, highlight Balrog and hold L2. Press any button to select.



Shin Akuma



Evil Ryu



Guile



Evil Ryu

DEAD OR ALIVE 2: HARDCORE

Different winning poses

After defeating your opponent press either the Square, Triangle or Circle button, then the player can select your winning pose depending on which button you press.

Changing Hair Styles

Kasumi Hair Style #1: Press Circle when selecting her as a character.
Kasumi Hair Style #2: Press X when selecting her as a character.

Helena Hair Style: #1 Only works with C3 costume, press Circle when selecting her.

Increased Juggling

Enter the options menu, choose the game setting that allows you to set your age between 13 and 99. Increase your age for more juggling.

CG Gallery

Complete Team mode with five different characters to unlock the Gallery.

Extra Credits

Complete Story mode on very hard difficulty setting with all characters.

Extra Options

Press Start to pause during gameplay. Then press Triangle and X.

Play as Bayman

Complete story mode on easy difficulty to unlock Bayman in all modes except story mode.

Play as Tengu

Collect 10 Stars in Survival Mode, or play a combination of characters 200 times. Tengu is playable in all modes except Story Mode.



Tina

Game	Publisher	Score	Issue	Game	Publisher	Score	Issue
Colony Wars: Red Sun	Psygnosis	****	31	Driver 2	Infogrames	****	40
Colony Wars: Vengeance	Psygnosis	****	14	Driver 2 was pretty revolutionary before the PS2 came along and GT3 belly-flopped into the gaming swimming pool. Here are some ideas for those still suffering in PS one-land.			
Command & Conquer: Red Alert	Virgin	****	4	Chicago fuzz			
Contender	Sony CEA	****	17	Go to Grant Park and you will see a police car on the side of the park. Get out of your vehicle and steal the police car the same way that you would steal any other vehicle—by getting into it.			
Contender 2	Bam!	*	41	Leaving Las Vegas			
Crash Bandicoot 2	Sony CEA	****	3	After unlocking the secret car in Las Vegas, go to the street and turn left. Take that street to the end and turn right. Go to the next intersection and turn left. When you turn left, you will see a building, a fence and a wall. Between the wall and the next building is where you turn to go to the secret area.			
Crash Bandicoot 3	989 Studios	****	14	Vegas			
Crash Bandicoot: The Wrath of Cortex	989 Studios	****	27				
Cool Boarders 2001	Sony CEA	*	39				
Countdown Vampires	Bandal	*	32				
Covert Ops: Nuclear Dawn	Activision	***	34				
Cyber Troopers	Sony CEA	****	3				
Cyber Troopers 2	Sony CEA	****	15				
Crash Bash	SCEA/Universal	****	39				
When you buy this game you get more than just a video game you get a subpar experience. Welcome to the only chance you have of making it fun.							
Defeating the Bearmanator							
With names like the Bearmanator within who wouldn't play this game for hours a day? To beat up on the Bearmanator shoot a missile charge to get the little bears off.							
Defeating Snow Bash							
To defeat Snow Bash without fail, wake the penguin up and run to the snowman or the tree. The penguin will spin around, destroying everything in its path like a regular Tasmanian Penguin. Repeat this until you are the only one left.							
Secret Warp Room							
Complete Warp Room 4 and wait for the credits to finish. You should now be in Warp Room 5. Good for you.							
Crime Killer	Interplay	***	12				
Critical Depth	GT Interactive	***	3				
Cyber Troopers	Fox Interactive	****	1				
Croc 2	Fox Interactive	***	22				
Crossroad Crisis	Magetec	**	50				
Crusaders of Might & Magic	3DO	****	30				
Cyber Troopers	Sony CEA	****	26				
CyberTiger	EA Sports	****	27				
Dance Dance Revolution	Konami	****	42				
Dance Dance Revolution	Konami	****	49				
Disney Mix	THQ	***	39				
Danger Girl	Electronic Arts	**	9				
Dark Omen	Capcom	****	16				
Darkstalkers	Take 2 Int.	****	43				
Darkstone	Acclaim Max.	****	38				
Dave Mirra Freestyle BMX	Acclaim Max.	***	47				
Dave Mirra Freestyle BMX:	ASC	***	17				
Maximum Remix	Tecmo	****	8				
Dead in the Water	Eidos	***	9				
Dead or Alive	Tecmo	****	31				
Deathtrap Dungeon	Infogrames	****	26				
Decapition II: Dark Deletion	Koei	****	16				
Demolition Racer	Midway	****	39				
Destrega	THQ	****	13				
Destruction Derby Raw	Electronic Arts	****	8				
Devil Dice	Fox Interactive	**	31				
Diablo	Fox Interactive	****	48				
Die Hard Trilogy: Viva Las Vegas	Bandal	**	36				
Digimon Digital Card Battle	Bandal	**	46				
Digimon World	Capcom	****	25				
Digimon World 2	Capcom	****	38				
Dino Crisis	Ubi Soft	**	36				
Dino Crisis 2	Ubi Soft	***	38				
Disney's Dinosaur	Activision	***	27				
Donald Duck: Goin' Quackers	DreamCatcher	***	48				
Downhill Mountain Bike Racing	NewKidCo	**	45				
Dracula: The Resurrection	Namco	****	38				
Dragon Tales: Dragon Seek	Enix	****	51				
Dragon Valor	Bandal	**	4				
Dragon Warrior VII	Jaleco	**	15				
DragonBall GT	GT Interactive	****	24				
Dragonseeds							
Duke Nukem: Land of the Babes	Acclaim	***	41				
Duke Nukem: Total Meltdown	Infogrames	****	40				
Dukes of Hazard II:	GT Interactive	****	14				
Delay Dukes it Out	SouthPeak	**	41				
Dune 2000	Electronic Arts	**	27				
EA Sports Supercross	EA Sports	****	41				
Eagle One: Harrier Attack	Infogrames	****	32				
Echo Night	Ageless	****	23				
EGW Anarchy Rulz	Acclaim	*	38				
EGW Hardcore Revolution	Acclaim	**	30				
Ehrgeiz	Square EA	****	21				
Elshinder	Sony CEA	****	8				
Elemental Gearbolt	Working Designs	****	11				
Eliminator	Psygnosis	**	20				
The Emperor's New Groove	SCOA	****	40				
ESPN MLS GameNight	Konami	****	40				
E.T. the Extra-Terrestrial:							
Interplanetary Mission	NewKidCo	*	54				
Eternal Eyes	Sensoft	**	38				
Evil Dead: Hail to the King	THQ	***	41				
Evil Zone	Infogrames	****	25				
Expendable	Infogrames	**	34				
F1 2000	EA Sports	****	33				
F1 Championship Season	EA Sports	****	40				
F1 Racing Championship	Ubi Soft	***	39				
Family Feud	Hushbo Int.	***	39				
Fantasy Game Pack	3DO	***	33				
Fantastic Four	Acclaim	**	3				
Fatal Fury: Wild Ambition	SNK	**	30				
Fear Effect	Eidos	****	31				
Fear Effect 2: Retro Helix	Eidos	****	43				
Felony 11-79	Aesli	***	1				
FIFA 98	EA Sports	****	4				
FIFA 99	EA Sports	****	17				
FIFA 2000	EA Sports	****	27				
FIFA 2001 Major League Soccer	EA Sports	****	39				
The Fifth Element	Activision	*	15				
Fighter Maker	Ageless	***	21				
Fighting Force 2	Eidos	**	3				
Final Fantasy Anthology	Eidos	**	29				
Final Fantasy Chronicles	Square EA	****	26				
	Sony CEA	****	47				
	Sony CEA	****	5				
	Sony CEA	****	1				
	Square EA	****	25				

Game	Publisher	Score	Issue
Final Fantasy IX	Square EA	●●●●●	39
Fisherman's Bait	Konami	●●●●●	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●●●●	44
Formula 1 '98	Psygnosis	●●●●●	15
Formula 1 '99	Psygnosis	●●●●●	28
Forsaken	Acclaim	●●●●●	10
Fox Sports Golf '99	Fox Interactive	●●●●●	11
Fox Sports Soccer '99	Fox Interactive	●●●●●	11
Freestyle Boardin' '99	Capcom	●●●●●	18

McGrath vs. Pastrana	Acclaim	●●●●●	40
Frogger	Hasbro Int.	●●●●●	4
Frogger 2: Swampy's Revenge	Hasbro Int.	●●●●●	38
Front Mission 3	Square EA	●●●●●	31
Future Cop L.A.P.D.	Electronic Arts	●●●●●	13
G-Police	Psygnosis	●●●●●	3
G-Police 2	Psygnosis	●●●●●	25
G.Darius	THQ	●●●●●	13
Galaga: Destination Earth	Hasbro Int.	●●●●●	39
Galerians	Crave	●●●●●	33
Gallio Racer	Teemo	●●●●●	28
Gauntlet Legends	Midway	●●●●●	32
Gekido	Interplay	●●●●●	34
Gex: Deep Cover Gecko	Eidos	●●●●●	20
Gex: Enter the Gecko	Midway	●●●●●	7
Ghost in the Shell	THQ	●●●●●	4
Glover	Hasbro Int.	●●●●●	28
Gold and Glory			
The Road to El Dorado	Revolution	●●●●●	42
Gran Turismo	Sony CEA	●●●●●	9
Gran Turismo 2	Sony CEA	●●●●●	29

Is this the best game ever on the PS one? It makes for an interesting argument. To bring you back to where it all started, or at least to the game that came out after it all started, check these tips.

Arcade tracking

Obtain all licenses in Simulation mode on disc two, including the Super License to get more Arcade mode tracks.

FoDEx car

Enter the Gran Turismo League race events until reaching the Pacific League races. Then, enter the Modified Raceway event to be awarded with an R-Nissan 300ZX GT5 FoDEx race car. Gets you there on time, every time. Except in the case of *Cast Away*.

Mark Martin's NASCAR #6 Ford Taurus

To obtain this car you must first purchase a Ford Taurus and then perform the Racing modification.

Mo' Sports Land track

Obtain all of the licenses, including the Super License and the Motor Sports Land track will become available in Time Trial mode on the arcade disc.

Grand Theft Auto	Take 2	●●●●●	10
Grand Theft Auto 2	Rockstar	●●●●●	27
Grand Theft Auto: London 1969	Rockstar	●●●●●	22
Grand Tour Racing '98	Activision	●●●●●	1
Grandia	Sony CEA	●●●●●	26
Granstream Saga	THQ	●●●●●	10
The Grinch	Koalas/Universal	●●●●●	39
Grim Session	Sony CEA	●●●●●	34
Grudge Warriors	Take 2	●●●●●	34
Guardian's Crusade	Activision	●●●●●	19
Gundam Battle Assault	Bandai	●●●●●	40
Gunfighter:			
The Legend of Jesse James	Ubi Soft	●●●●●	52
HardBall '99	Accolade	●●●●●	15
Harry Potter/Sorcerer's Stone	EA Games	●●●●●	53

Wildchry or fun-time black magic shenanigans? You decide.

Alternate ending sequence

Collect each and every one of the 17 Famous Witches and Wizards cards to view an alternate ending. Does Harry Potter get the girl? Get the cards to find out.

Lightning crashes

At the main menu, press Triangle to cause a lightning strike.

REPLAY FORUM

Continued from pg. 119

at the start of the mission.

Mission 14:

Check the skeleton of the boat from the previous mission.

Mission 16:

Defeat the blob. Boss, then go to the airplane room.

Mission 21:

Check the wall on the opposite side of the power-up statue.

FIGHTIN' WORDS

What does the memory card data say on Tekken 3 when you have done everything possible in the game?

Fisher 44

It asks you to stop handling your controller after eating a peanut butter cake jelly sandwich that's getting into the buttons and making it much harder for people to punch and kick. It also says, "New Games Await!"

FREQUENT FREQUENCY

Are there any cheats for Frequency? I need to unlock music. I've gotten really far, but can't advance.

Enabler Code (to be done at the title screen):
Down, Right, Up, Left, Left, Up, Right, Down, Free

Autocatchers here during gameplay—no causing it.
Left, Right, Right, Left, Up
Also, you must go

High Heat MLB 2003: How to Play Like a Pro

High Heat is the purest baseball game in the land, and that means you'll be hitting 90 mph fastballs that feel like they're streaming past you at 120. Here are some tips to keep your head above water for all nine innings.

Inning #1 Swing and a Miss

If you're going to go up to the plate hacking, expect to strike out a lot. A lot, a lot. The key to getting hits in HH is patience. In fact, it's not just the key to getting hits, it's the key to winning. It's hard to adjust to, but it pays off big time. Just think of it this way: you can actually harp a walk in this game.

Inning #2 The Lost Art of Bunting

Laying down a sacrifice bunt every once in a while is a good way to become a master of the small ball. A three-run homer is a great



idea, but a bit harder to anticipate. If you've got a slower guy on first with less than two outs, try a sac bunt. You'll feel good about yourself. Also, don't try bunting for a base hit. No matter how fast your hitter is, it's an easy out for the CPU.

Inning #3 Cool Runnings

Baserunning can make the difference in winning a game and getting shutout. It'll take a while to learn the ropes, but remember that if you're going to send a runner, don't turn him around. Runners don't just turn around without any momentum loss, and that means bad news if you get yourself in a rundown.

Inning #4 Batting Lefty

If you've got a left-handed batter at the plate try stepping it over the third baseman's head for a clean bloop single. The best pitches are



slow curves or sliders that just tickle the outside of the plate. Master this technique and you'll end up with a lot of baserunners.

Inning #5 Captain Hook

Just because HH is a video game doesn't mean you should try to bring a starter into the eighth

inning every time he pitches. It's a hard pit to swallow, but if you get five solid innings, you should be thanking your lucky stars. Any more than seven innings and expect him to get battered. Don't be afraid to pull the plug.

Inning #6 Leading Off

When you press L2 you'll take a better lead off. Runners with a 60+ on running ability can take two L2 taps and still get back to the base. But



be careful. If you're tapping L2 when the pitcher throws to first, you're greatly increasing your chances of being picked off. And being picked off sucks.

Inning #7 Taking Sides

When you're on the mound you can hold R2 then tap right or left to switch your position on the rubber. Seems inconsequential, but it can really make a difference. If you're throwing your fastball outside to a lefty, try the same pitch on the side of the rubber. It can help you paint the corners like Cy Young.

Inning #8 The Throw Home!

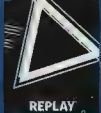
Unless you absolutely must gun down the man



rounding third on a single. If you're throwing a rounding third has an embarrassingly low running rating, throw the ball to second base. It'll keep the runner at first, and it'll keep you from tilting your cuss jar with quarters. Trust us, it'll save you at least 50 runs over the course of a season.

Inning #9 Warming Up

Want to bring in a reliever who's ice cold? Don't. Here's the best trick: Get him up in the bullpen, then click on Mound Visit. That'll give him enough time to get loose. If you have the foresight, get the guy busy in the bullpen, visit the mound, face a batter with your current pitcher, then visit the mound again. Then replace him.



SMACKDOWN! CREATION

You want unlockables but don't know how to get them?
What about making Kevin Nash? We've got it!



Booker T

Figure

Head: 001, Eyes: 004, Nose: 004, Jaw: 039

Facial Features

Eyebrow: 005 (0.0, 0.0, -77), Head: 001, Cheeks: 012, Eye: 017 (0.0, 23.33), Nose: 004, Jaw: 039, Mouth: 024 (0.0, 0.0, -76)

Facial hair: 023 (0.0, 0.0, -44)

Clothing

Underwear: 003 (0.0, -127, -11)

Upper Body

Appearance: Medium, Skin: 004, Body: 004, Hair: 060 (0.0, 0.0, -44), Front Hair: 036 (0.0, 0.0, -44), Back Hair: 036 (0.0, 0.0, -44)

Lower Body

Hand: 180 (10.0, 0.0, -103), Skin color: 7, Height: 39, Shoulder: 101

Accessories and Extras

Boots: Boots 058 (Type: 001, 29.0, 0.0, -24), Kneepad: 180 (10.0, 0.0, 51), Right Kneepad: 046 (0.0, 0.0, -38)



Rob Van Dam

Figure

Head: 001, Eyes: 001, Nose: 002, Jaw: 002

Facial Features

Eyebrow: 087, Head: 001, Cheeks: 054, Eye: 056, Nose: 004, Mouth: 010, Facial hair: 1 (0.0, -33.0, -17), Facial hair: 2 (0.43, -87, -126, 68, -94)

Clothing

Underwear: 001, Tights: 001 (29.0, 0.0, -127)

Upper Body

Appearance: Medium, Skin: 02, Body: 001

Hair: 054 (59, -8, -10)

Front Hair: 001, Back Hair: 091 (-15.50, -73)

Lower Body

No sleeves: 034 (-65, -72, 1.8), Legs: 43, Thighs: 35, Height: 63, Elbow pad (R): 005 (0.0, -127, -61), Hands (both): 85

Accessories and Extras

Boots: Boots 034 (Type: 001, 35.0, 0.0, -83, -12), Kneepad: 040 (0.0, 54, -49), Accessories: 005 (0.0, 0.0, -105)



Kevin Nash

Figure

Head: 1, Eyes: 017, Nose: 01, Jaw: 039

Facial Features

Eyebrow: 005 (0.0, 0.0, -50), Head: 001, Cheeks: 010, Eye: 003 (0.0, 35, 33), Nose: 004, Mouth: 042, Facial hair: 1: 004 (0.13, -74, -16), Facial hair: 2: 010 (0.0, -69, -52, -13)

Clothing

Underwear: 001, Tights: 046 (66.0, 0.0, -99, -50)

Upper Body

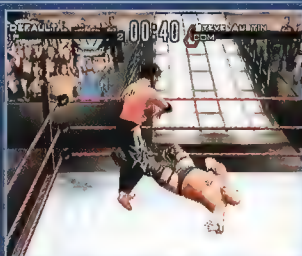
Appearance: Medium, Skin: 001, Body: 001, Hair: 021 (-8, -20, -17), Front Hair: 027 (0.13, -53), Back Hair: 083 (-7.38, -62)

Lower Body

No Sleeves: 035 (0.0, -127, -70), Legs: 60, THighs: -16, Height: 76, Elbow pad (R): 005 (0.0, -127, -61), Hand (r glove): 017 (0.0, -50, -90)

Accessories and Extras

Boots: Boots 039 (Type: 001, 40.0, 0.0, -20), Kneepad: 002 (0.97, 0.0, Wristbands (both): 001 (0.0, 0.0, -127, -63)



Hulk Hogan

Figure

Head: 001, Eyes: 001, Nose: 002, Jaw: 024

Facial Features

No Eyebrow: 001, Head: 001, Cheeks: 001, Eye: 001, Nose: 004, Mouth: 001, Facial hair: 027 (0.11, 126, -3)

Clothing

Underwear: 001 (-120, 0, 85)

Upper Body

Skin: 004, Body: 001, Hair: 009 (20, 19, 71), Front Hair: 001

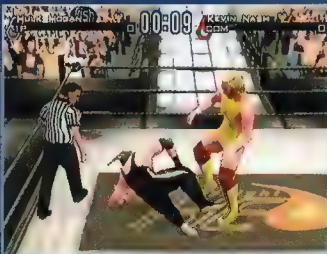
Back Hair: 006 (113, 127, -12)

Lower Body

No sleeves: 073 (0.0, -120, 127), 30, Height: 40

Accessories and Extras

Boots: Boots 032 (Type: 001, 28.0, 0.0, Kneepad: 002 (0.97, 0.0), Wristbands (both): 001 (8.0, -119, 127)



X-Pac

Figure

Head: 001, Eyes: 001, Nose: 001, Jaw: 001

Facial Features

No Eyebrow: 001, Cheeks: 001, Eye: 001, Nose: 004, Mouth: 001, Facial hair: 078 (0.0, 0.0, 0.0)

Clothing

Underwear: 001, Tights: 076 (0.0, -99, 0, -7)

Upper Body

Skin: 001, Hair: 046, Front Hair: 024 (0.0, -47), Back Hair: 082 (-

36, -20, -21)

Lower Body

No sleeves: 036 (0.0, -127, -91), Legs: 60, Thighs: -16, Height: -21, Pattern C: chest 010 (0.0, -126, 3.0), Pattern C: back 009 (0.0, -117, 3.0)

Accessories and Extras

Boots: Boots 054 (0.0, -127, -8), Elbow pad: 001 (0.0, -127, -53), Accessories: 013 (0.0, -127, -60)

THE UNLOCKABLES

Unlock Fred Durst of Limp Bizkit
Bone up and beat 15 wrestlers in a Slobberknocker match with The Undertaker.



Unlock Mick Foley

To unlock this never-say-retire, turn you'll need to play Story mode until you get to the WWF Title match at Wrestlemania (easy enough). But here's the twist! You must lose the match and Foley will give you a rematch for the title in a Hell In A Cell. Win it and Mick's yours.

Unlock Tajiri

Here's what labor you'll need to inflict on your thumbs to unlock Tajiri: Turn down the tag title shot from Vince, then, in the ring, talk trash on the mic. After that tell of Michael Cole you were just goofing around. Cole will tell you to go see the Commissioner. Once there, you'll need to turn down the European title shot. Then you'll have to face Tajiri.

Unlock Rhino

What kind of name is Rhino? To unlock this generic doofus go to Regal in Story mode. He'll ask if you'd like to fight for the Hardcore Championship. Accept and you'll battle Rhino. Beat him and you'll score one of the WWF's worst characters.

Unlock Spike Dudley

This is a loser's showcase. First, pick anyone who does not currently have a championship belt. Then, when Vince asks you to pick a partner, pick any non-champion. Win your first match on Raw, then when you have to go find a third person, follow these directions. First, go down the lobby stairs then turn right and go through the doors. Spike and Molly will be about to play the kissy-face game when The Dudley Boys step in. Agree to help beat the Dudleys in the table match and you've unlocked Spike.

Unlock Spike Lynn

1. Pick any one of the male non-title holders and enter Story mode.
2. Do not form a tag team.
3. Talk trash (do not attack).
4. Say you were just teasing.
5. Let time expire in roaming mode.
6. Win the Battle Royal.
7. Let the time expire in Roaming mode.
8. Win the Battle Royal.
9. Show up on the stage.

20. Win the next match.

21. Win the match after that.

22. Jerry Lynn is unlocked.

Unlock WWF Wrestlemania X-7 Arena

1. Choose any male non-title holder and enter the Story Mode.
2. Do not form a tag team.
3. Talk trash (do not attack).
4. Say that you want to kick the guy's ass from here to Tuscaloosa.
5. Find Vince McMahon in the parking lot.
6. Win your match.
7. Show up on the stage.
8. Win that match.
7. Win the WWF Title at Wrestlemania.

55 Bonus Creation Points

1. Use a created superstar.
2. Turn Vince McMahon down.
3. Talk trash.
4. Tell Michael Cole you want to kick his butt from here to Albuquerque.
5. Go to the parking lot for the match.
6. Win the match.
7. Show up onstage for the next superstar.
8. Win the next match.
9. Win the match at Wrestlemania.

Unlock Movies for Theater Mode

Follow the path to the Wrestlemania X-7 arena listed to the left. Once you win the WWF Title, the following movies will be available in Theater mode for your viewing pleasure. SmackDown! Commercial, Making Of SmackDown! Commercial, SmackDown! 2: Know Your Role Commercial, Making Of SmackDown! 2: Know Your Role Commercial, Credits, Dark Summit Trailer.

Beat SmackDown! Arena

Beat 17 wrestlers in Slobberknocker mode with The Rock.

Unlock Shane McMahon & Stephanie McMahon-Helmsley

Continue going through Story mode until all SmackDown! cards (listed on pg. 71) are unlocked. Then follow the path to the Wrestlemania X-7 arena again. When you win the belt this time, Vince's offspring, Shane and Stephanie, will be unlocked.

Fight the APA (In Story Mode)

To fight the fat men of the APA, follow these steps.

1. Turn down the tag-team shot.
2. Talk all kinds of smack on the mic.
3. Go talk to Michael Cole.
4. Tell him you want to beat him from here to Azerbaijan.
5. Make sure you don't go to the parking lot.
6. Go to the APA office (it's the door on the right after you go down the stairs).
7. Tell the APA to get off their butts.
8. The match should start in their office.

Harry Potter/Sorcerer's Stone Cont.

Reaching the top shelf

If you approach a bookshelf and find that you can't climb it, press Square on a piece of a wall that is different-looking. Maybe it's a lighter color. Maybe it's the one with *Tale of Two Cities* on top.

Detective Potter reporting

If there is a bookshelf you cannot climb on, press Square and it will open. You will find different things that will help you inside. Also, there are parts on the castle walls outside that can be opened. To tell if a wall can be opened, it will be a lighter color. Press Square to open it.

Harvest Moon: Back to Nature	Natsume	0001	40
HBO Boxing	Acclaim	0001	41
Heart of Darkness	Interplay	0001	13
Hells Kitty's Cube Frenzy	NewKidGm	0001	20
Her's Adventures	LucasArts	0001	2
High Heat Baseball 2000	JDO	0001	22
High Heat Baseball 2002	JDO	0001	43
Hogs of War	Infogrames	0001	38
Hoshigami: Ruling Blue Atmos	Altus	0001	53
Hot Shots Golf	Sony CEA	0001	7
Hot Shots Golf 2	Sony CEA	0001	30
HYDRA Thunder	Electronic Arts	0001	25
Indro Drag Racing	Midway	0001	31
In Cold Blood	Battisack	0001	53
Incredible Crisis	Dreamcatcher	0001	49
Inspector Gadget	Titus	0001	38
Gadget's Crazy Maze	Ubi Soft	0001	50
Intelligent Dub	Sony CEA	0001	2
Intelligence Classic Games	Activision	0001	28
Int. Superstar Soccer '98	Konami	0001	11
Int. Track & Field 2000	Konami	0001	27
Invasion From Beyond	GT Interactive	0001	19
Iron Soldier 3	Vatcai	0001	35
Irritating Stick	Jaleco	0001	18
ISS Pro Evolution	Konami	0001	35
Jackie Chan Stuntmaster	Midway	0001	30
Jade Cocoon	Crave	0001	23
Jarrett & LaBonte	Codemasters	0001	38
Stock Car Racing	Nastro Int.	0001	17
Jeopardy!	Nastro Int.	0001	29
Jeopardy! 2	Acclaim	0001	38
Jersey Devil	Sony CEA	0001	10
Jet Set Radio	Sony CEA	0001	3
Jet Moto 3	989 Studios	0001	26
Jimmy John's VR Football	Interplay	0001	2
JoJo's Bizarre Adventure	Capcom	0001	31
Juggernaut	Jaleco	0001	26
K-1 Grand Prix	Jaleco	0001	28
K-1 Revenge	Jaleco	0001	18
Kagero: Deception II	Tecmo	0001	14
Karika	Altus	0001	12
Kaseki Sacred Flat	Konami	0001	17
Killer Loop	Crave	0001	27
King of Fighters '99	Ageotec	0001	41
KISS Pinball	Take 2	0001	46
Konos	Namco	0001	6
Knockout Kings	EA Sports	0001	16
Knockout Kings	EA Sports	0001	39
Knockout Kings 2000	EA Sports	0001	27
Konami Arcade Classics	Konami	0001	23
Koudelka	Infogrames	0001	35
Kurt Warner's Arena	Midway	0001	34
Football Unleashed	Midway	0001	34
The Land Before Time	TDK Media	0001	46
Great Valley Racing Adv.	Sound Source	0001	39
The Land Before Time	Elmos	0001	25
Return to the Great Valley	Sony CEA	0001	34
The Legend of Dragon	Sony CEA	0001	19
Legend of Legaia	Sony CEA	0001	35
Legend of Mana	Square EA	0001	46
Lego Island 2	Lego Media	0001	46
The Brickster's Revenge	Lego Media	0001	37
Lego Rock Raiders	Lego Media	0001	37
The Lion King			

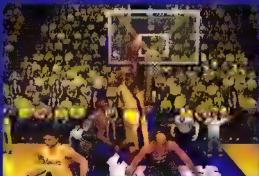
Game	Publisher	Score	Issue
Simba's Mighty Adventure	Paradox	0001	42
The Little Mermaid II	THQ	0001	39
Loose Runner	Natsume	0001	4
Looney Tunes Racing	Infogrames	0001	39
Looney Tunes: Sheep Raider	Infogrames	0001	51
Lunar: Silver Star	Electronic Arts	0001	2
Story Complete	Working Designs	0001	22
Lunar 2: Eternal Blue Complete	Working Designs	0001	40
EA Sports	EA Sports	0001	2
Madden NFL '99	EA Sports	0001	13
Madden NFL 2000	EA Sports	0001	25
Madden NFL 2001	EA Sports	0001	37
Madden NFL 2002	EA Sports	0001	49
Madden cards déjà vu			
First off, have your profile made up and loaded in. Then go do the Training mode in the Coaches Corner. You'll earn tokens all over the place. So do every play the game allows. The better you play, the more tokens you'll earn. After that, save your stats in the profile. Then go to the Madden Card section.			
In here you can buy cards. Almost every card can normally only be used once. Save the profile after you have all the cards you want. You can activate all the cards you want, and after the game, most of them will be gone. However, they will only remain gone if you save your profile after the game. First, save the game, but do not save the profile. Restart the game. Start the game again and load the profile. Then, select Madden Cards. Activate. If done correctly, all of your cards should be back to the amount that they were. Do this after every game and you should be able to use the cheats indefinitely. Better yet, you can do this in Franchise mode.			
Marian Gothic: Unification	Take 2 Int.	0001	52
Marvel Super vs. Street Fighter	Capcom	0001	18
Marvel Superheroes	Capcom	0001	2
Marvel vs. Capcom EX	Capcom	0001	30
Mary-Kate and Ashley			
Mary-Kate and Ashley: Magical Mystery Mail	Acclaim	0001	40
Winners Circle	Acclaim	0001	45
Mia's Destruction	ASC	0001	3
Mat Hoffman's Pro BMX	Activision	0001	45
Maximum Force	Midway	0001	2
MDK	Playmates	0001	3
Medal Of Honor Underground	Electronic Arts	0001	27
MediEvil	Electronic Arts	0001	39
MediEvil II	Sony CEA	0001	14
Mega Man Legends	Sony CEA	0001	12
Mega Man Legends 2	Capcom	0001	39
Mega Man X4	Capcom	0001	4
Mega Man X5	Capcom	0001	41
Mega Man X6	Capcom	0001	53
Men In Black			
The Series: Crashdown	Infogrames	0001	54
Metal Gear Solid VR Missions	Konami	0001	14
Metal Slug X	Ageotec	0001	25
Micro Machines	Midway	0001	43
Micro Maniacs	Codemasters	0001	32
Mike Tyson Boxing	Codemasters	0001	39
The Misadventures			
of Tron Bonne	Capcom	0001	31
Miss Spider's Tea Party	Simon & Schuster	0001	41
Mission: Impossible	Infogrames	0001	28
Missile Command	Hasbro Int.	0001	28
Mk Mythologies	Midway	0001	3
MLB '98	Sony CEA	0001	1
MLB '99	Sony CEA	0001	9
MLB 2000	989 Studios	0001	21
MLB 2001	989 Studios	0001	33
MLB 2002	Sony CEA	0001	46
MLBPA Bottom of the 9th '99	Konami	0001	12
Mobil 1: Rally Championship	Electronic Arts	0001	32
Monaco Grand Prix	Ubi Soft	0001	21
Monkey Hero	Take 2	0001	18
Monkey Magic	Sunsoft	0001	29
Monster Rancher 2	Hasbro Int.	0001	15
	Tecmo	0001	26



FORUM EXTRA

NBA 2K2: Replay Forum

Think you might quit because you can't stop the CPU from shooting 95%? Considering going back to NBA Live? Cool it. We've scoured the *OPM* message boards for what all the best PS2 ballers are doing to compete, and we deliver them to you.



Nice Look

First things first: If you're having trouble finding a camera angle you feel comfy with, try these settings: **4-4-4-4**. Should clear up your camera blues.

Relax

If your team gets tired, they start to really suck at shooting. You need to keep them fresh. Use manual subs and keep them in and out at every stoppage. Even Allen Iverson gets weak knees around mid-quarter. A good way to save energy is to take your time when dribbling up court. Don't sprint. Jog or walk up and watch the play develop. Pass to the open man and pop a shot. Also, a 2-3 zone is a good default, though the center might get pulled out of the lane. So be wary.



Shut your Trap

I have had good luck on D with the "half court trap." When the A.I. brings the ball up, let them cross mid-court then try to steal. Sometimes they go over-and-back.

On offense, you should use the practice mode and watch how the plays are set up. You can't just run and shoot like in other games. Pick four plays that work for you and save them.

punkboy68

Swipe-tastic

For defense set crash boards all the way up, and double team when your opponent goes down low. Use the big man to stop them (guys like Shaq make it tough, though).

Plus, you can get around 25 steals a game if you use your best stealers to swipe the ball away when they throw the ball down low. Be quick or they will light you up with the three.

DanlaRee

Tip Trifecta

On defense, always keep a guy good at stealing pestering the ball handler. You almost always steal it if you're on the side that the guy dribbling has it. Also, if a guy is going to shoot and you can't steal it, keep a big man behind the guy guarding the shooter, be the pig man, and pack him every time.

On offense, take your best player (even KG can do this) and have him at the top of the key. Hit the juke move (if it doesn't work, try again after passing it around) and you will be able to get a lane to the hoop.

baseball1414



The Money Play

The challenge is gone! I now blow every team by 20 points a game all because of one play. It's called "isolwingSG." Basically you isolate your SG on the wing for the baseline out by the three-point line. All I do is post the guy up, then spin off him. I get to the hoop nine out of 10 times. Maybe it's because my shooting guard is Tracy McGrady. But when he gets tired I just use Grant Hill. Plus, I'm playing an All-Star. It's not like that's the only play I use, but when I need a bucket, I know I can get one any time.

bobby13kide

The Screen Door

Making shots in NBA 2K2 is hard enough if you've got someone in your face. Even if that someone is Spud Webb's size. The key is to shoot behind screens when you get the chance. Learn to call for a pick, too.



REPLAY FORUM

Continued from pg. 119

this code for each autocatcher.

BEAT THE

BEST TO BE THE BEST

Three-point shots

Three-point shots

Smackdown: Just

Bring it, so I can

beat him down

Mr. Dinkles

knocks the YWF

Mr. Dinkles

how bout some

Mr. Dinkles

Benjamins

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Game Publisher Score Issue

Monster Rancher Battle Card:

Episode II	Tecmo	****	36
Monster Rancher Hop-A-Bout	Tecmo	****	41
Monster Seed	Sunsoft	****	20

Monsters, Inc. Sony CEA **** 51

Do everyone a favor and send us some legit tricks for this one! We got hands on some bogus tips that our game tester made short work of. So make with the tricks already, eh?

Mort the Chicken	Crave	****	41
Mortal Kombat: Special Forces	Midway	****	36
Moto Racer	Electronic Arts	****	11
Moto Racer 2	Electronic Arts	****	3
Moto Racer World Tour	Infogrames	****	14
Motocross Mania	Take 2 Int.	****	40
Motorhead	Fox Interactive	****	48
Mr. Domino	Acclaim	****	15
Mr. Driller	Namco	****	33
Mr. Pac-Man Maze Madness	Namco	****	38
MTV Music Generator	Codemasters	****	28
MTV Sports: Pure Ride	THQ	****	39
MTV Sports: Skateboarding	THQ	****	45
featuring Andy MacDonald	THQ	****	39
The Mummy	Konami	****	41
Muppet Monster Adventure	Midway	****	39
Muppet Race Mania	Midway	****	39
N2O	Fox Interactive	****	11
Nagano Winter Olympics '98	Konami	****	6
NASCAR 98	EA Sports	****	3
NASCAR 2000	EA Sports	****	14
NASCAR 2001	EA Sports	****	26
NASCAR Heat	Hasbro Int.	****	38
NASCAR Rumble	Electronic Arts	****	40
NASCAR Thunder 2002	EA Sports	****	31
NBA Breakdown '98	Midway	****	52
NBA Hoopz	Midway	****	4
NBA in the Zone '98	Konami	****	43
NBA in the Zone '99	Konami	****	7
NBA in the Zone 2000	Konami	****	19
NBA Live '98	EA Sports	****	28
NBA Live 99	EA Sports	****	3
NBA Live 2000	EA Sports	****	16
NBA Live 2001	EA Sports	****	28
NBA Live 2002	EA Sports	****	39
NBA ShootOut '98	EA Sports	****	53
NBA ShootOut 99	Sony CEA	****	8
NBA ShootOut 2000	989 Studios	****	30
NBA ShootOut 2001	989 Studios	****	39
NBA ShootOut 2002	Midway	****	39
NBA Tonight	ESPN Digital	****	28
NCAA Final Four '99	989 Studios	****	14
NCAA Final Four 2000	989 Studios	****	18
NCAA Final Four 2001	989 Studios	****	28
NCAA Football 98	Sony CEA	****	40
NCAA Football 99	EA Sports	****	2
NCAA Football 2000	EA Sports	****	12
NCAA Football 2001	EA Sports	****	25
NCAA Football 2002	EA Sports	****	36
NCAA GameBreaker 98	Sony CEA	****	4
NCAA GameBreaker 99	989 Studios	****	15
NCAA GameBreaker 2000	989 Studios	****	25
NCAA GameBreaker 2001	Sony CEA	****	37
NCAA March Madness 98	EA Sports	****	7
NCAA March Madness 99	EA Sports	****	16
NCAA March Madness 2000	EA Sports	****	29
NCAA March Madness 2001	EA Sports	****	41
Nectaris: Military Madness	Jaleco	****	17
Need for Speed: V-Rally	Electronic Arts	****	8
Need for Speed: V-Rally 2	Electronic Arts	****	20
Porsche Unleashed	Electronic Arts	****	33
Need for Speed: V-Rally	Electronic Arts	****	3
Need for Speed: V-Rally 2	Electronic Arts	****	28

Game	Publisher	Score	Issue	Game	Publisher	Score	Issue	
Newman/Haas Racing	Psygnosis	●●	7	Quake II	Activision	●●●●	27	
The Next Tetris	Hasbro Int.	●●	24	R-Type Delta	Agatec	●●●●	23	
	Midway	●●●●	13	R-Types	Asell	●●●●	17	
	Midway	●●●●	24	R4: Ridge Racer Type 4	Namco	●●●●	20	
NFL Blitz 2001	Midway	●●●●	38	Railroad Tycoon II	Take 2	●●●●	30	
NFL GameDay 98	Sony CEA	●●●●	1	Rainbow Six	Red Storm	●	27	
NFL GameDay 99	989 Studios	●●●●	13	Rally Cross 2	989 Studios	●●●●	15	
NFL GameDay 2000	EA Sports	●●●●	25	Rampage	Midway	●●●●	4	
NFL GameDay 2001	989 Sports	●●	37	Rampage 2: Universal Tour	Midway	●	21	
NFL GameDay 2002	989 Sports	●●	49	Rampage Through Time	Midway	●	36	
NFL Xtreme	989 Studios	●●	11	Ray Tracers	THQ	●●●	5	
NFL Xtreme 2	989 Studios	●	24	RayCrisis	Spaz/W.D.	●●●	38	
N.GEN Racing	Infogrames	●●●	35	Rayman Brain Games	Ubi Soft	●●●	50	
NHL 99	EA Sports	●●●●	15	Rayman 2: The Great Escape	Ubi Soft	●●●	35	
NHL 2000	EA Sports	●●●	26	Razor Freestyle Scooter	Crave	●●●	41	
NHL 2001	EA Sports	●●●	38	RC de GO!	Acclaim	●●●●	40	
NHL Blades of Steel 2000	Kinumi	●●	28	RC Revenge	Acclaim	●●●	37	
NHL Breakaway 98	Acclaim	●●	2	RC Stunt Copier	Titus	●●●	25	
NHL Championship 2000	Fox Interactive	●●	27	Re-Volt	Acclaim	●●	26	
NHL FaceOff 98	Sony CEA	●●●●	2		Midway	●●●	27	
NHL FaceOff 99	989 Studios	●●●●	14	Ready 2 Rumble				
NHL FaceOff 2000	989 Studios	●●●	26	Boxing Round 2	Midway	●●●	40	
NHL FaceOff 2001	Sony CEA	●●●●	38	Reel Asphalt	Interplay	●	3	
NHL Rock the Rink	Electronic Arts	●●●	32		Natsume	●	3	
Nick Toons Racing	Infogrames	●●●	48	Reel Fishing II	Natsume	●	34	
Nightmare Creatures	Activision	●●●	3		Capcom	●●●●	6	
Nightmare Creatures II	Konami	●●	33		Capcom	●●●●	13	
Ninja: Shadow of Darkness	Eidos	●	15	Resident Evil 3 Nemesis	Capcom	●●●	27	
Nuclear Strike	Electronic Arts	●●●●	3		Capcom	●●●	2	
O.D.T.	Psygnosis	●	15	Resident Evil Survivor	Capcom	●	38	
Oddworld: Abe's Exoddus	GT Interactive	●●●	1	Rhapsody: A Musical Adventure	Atari	●●●	35	
	GT Interactive	●●●●	15	Rising Zan	Agatec	●●●	24	
One	ASC	●●	4	Risk	Hasbro Int.	●●●	11	
One Piece Mansion	Capcom	●	50	Rival Schools	Capcom	●●●	14	
	Namco	●●●	25	Riven: The Sequel to Myst	Acclaim	●●●●	6	
Pandemonium! 2	Midway	●●●	3		Electronic Arts	●●●	11	
Panzer Front	Agatec	●●●	51	Road Rash: Jail Break	Electronic Arts	●	30	
PaRappa the Rapper	Sony CEA	●●●●	2	Rock 'Em Sock 'Em Robots	Mattel Int.	●●●	41	
	Square EA	●●●	12	●● Rocket Power Team Rocket Rescue THQ		●	51	
Parasite Eve II	Square EA	●●●	37					
Persona 2: Eternal Punishment	Atari	●●●●	41					
Peter Jacobson's								
Golden Tee Golf	Infogrames	●●●	41	Level select				
PGA Tour 98	EA Sports	●●●	4	Complete the game in Story mode. All levels				
Pipe Dreams 3D	Empire Int.	●●	9	will be unlocked, allowing the icons to unlock				
Pitfall 3D	Activision	●●	9	the bonus characters to be found.				
Play With The Teletubbies	Knowledge Ad.	●●	36	Tommy Pickles gets his rescue on				
Pocket Fighter	Capcom	●●●	11	Go to the stadium level as any character and go to the loop-de-loop.				
Point Blank	Namco	●●	6	Ride in it to see his icon and use the lightning bolt to go through to				
Point Blank 2	Namco	●●●	20	unlock Tommy Pickles from Rugrats.				
Point Blank 3	Namco	●●●	44	Angelica Pickles drops from the sky				
Polaris SnoCross	Vatical	●●	38	Complete the game in Story mode. Play the game in story mode				
Pong	Hasbro Int.	●●●	27	again and go to the very last level in stage 4. Go to the building				
Pool Hustler	Activision	●●●	15	where you can ride up the blue walls. Grid down the pole at the top				
Popolous: The Beginning	Electronic Arts	●	21	to get Angelica.				
Porsche Challenge	Sony CEA	●●	41	1	Rogue Trip	GT Interactive	●●●	14
Power Rangers				Roll Away	Psygnosis	●●●	13	
LightSpeed Rescue	THQ	●●	40	Rollage	Psygnosis	●●●	19	
Power Shovel	Acclaim	●●●	49	Rollage Stage II	Psygnosis	●●●	31	
Power Soccer 2	Psygnosis	●●	5	Romance of the 3 Kingdoms VI	Koel	●	30	
Power Spike				Roswell Conspiracies: Aliens,				
Pro Beach Volleyball	Infogrames	●	41	Myths & Legends	Real Stern	●	40	
The Powerpuff Girls:				RPG Maker	Agatec	●●●●	35	
Chemical X-Traction	BAMI	●	51	Rugrats: Totally Angelica	THQ	●●●	48	
Pay Pay	Konami	●●●	3	Rugrats in Paris: The Movie	THQ	●●●	41	
Pro 18 World Tour Golf	Psygnosis	●●	19	Runsabout 2	Hottel	●	36	
Pro Pinball: Big Race USA	Empire Int.	●●●	37	Running Wild	989 Studios	●●	14	
Pro Pinball: Fantastic Journey	Empire Int.	●●●	37	Rushdown	Electronic Arts	●●	19	
Pro Pinball: Timeshock!	Take 2	●	10	Sabrina, the Teenage Witch:				
Psydede	Psygnosis	●●	15	A Twitch in Time!	Knowledge Adv.	●	45	
Punky Skunk	Jaleco	●	6	SaGa Frontier	Sony CEA	●●●	8	
Putter Golf	Agatec	●	53	SaGa Frontier 2	Square EA	●●●	29	
Puzzle Star Sweep	Agatec	●●	43	Salyuki: Journey West	Koel	●●●	47	
Q'bert	Hasbro Int.	●●	28	Saltwater Sportfishing	Agatec	●●	52	

SPECIAL FEATURE

BLOODY ROAR II

Expert Mode

At the title screen, hold down L1 + L2 + R1 + R2 while selecting the *rude* you want to play in. The timer will be red instead of blue if you've done this correctly. Be warned, this mode is a doozie.

Unlock Shen Long

Complete Arcade Mode without continuing. Then you have one chance to defeat Shen Long. Defeat Shen Long to make him a playable character.

Fourth costume

To get special outfits, beat the Arcade mode with each character. Once you do, you can access new costumes by pressing Start on the character selection screen.

Beast Drive attack

After defeating your enemy in the final round, go to beast form (if not, beast already) and use your character's beast drive attack (L1 by default or the controller motion given in the manual). After the replays run through, your character's human win pose will be performed in front of the Beast drive attack background (grid walls and floor, black everywhere else).



Shen Long



Beauty or Beast?



Definitely a Beast

TEKKEN TAG TOURNAMENT

Tekken Bowl Mode

Unlock Ogre to get access to Tekken Bowl mode.

Ambidextrousness

Once you've unlocked Tekken Bowl, try this. Using either Hwoarang or Baek, you can press Select when you can see your whole character to bowl left or right-handed.

Play as Tiger

Highlight Eddy Gordo at the character select screen and press Start.

Alternate outfits

There are bunches of hidden costumes in Tekken. Just hit Start instead of X to choose your character, and if they've got an alternate outfit, they'll put it on. Also, if you beat Arcade Mode with Armor King you'll gain the use of his new outfit. It's the same system to use it: hit Start instead of X to choose him.

Play as Angel

Highlight Devil at the character select screen and press Start.

Play as Gold Tetsujin

Win ten matches in Versus mode to play as Gold Tetsujin.

Play as Mokujin

Highlight Tetsujin, and hit X.

Bonus Characters

Beat Arcade mode with any character to unlock Bonus Characters. The order that they are unlocked is as follows: Kunimitsu, Bruce Irvin, Jack-2, Lee Chaolan, Wang Jinrei, esoter (Alex, Kuma/Panda, Kazuya Mishima, Ogre, True Ogre, P-Jack, Mokujin/Tetsujin, Devil/Angel).



Eddy



Armor King



Jin



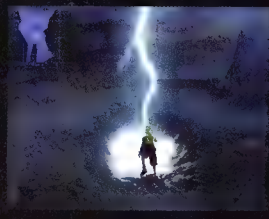
Game	Publisher	Score	Issue	Game	Publisher	Score	Issue
Sammy Sosa				Soul of the Samurai	Konami	●●	24
High Heat Baseball 2001	3DO	●●	32	South Park	Acclaim	●●	27
Sammy Sosa Softball Slam	3DO	●●	33	South Park Rally	Acclaim	●●	29
Samurai Showdown:				South Park: Chef's Luv Shack	Acclaim	●●	28
Warrior's Rage	SNK	●●	36	Snowboarding	AgeTec	●●	43
Scooby-Deo and the Cyber Chase HD				Space Invaders	Activision	●●●	27
Scrabble	Hasbro Int.	●●●	28	Spawn: The Eternal	Sony CEA	●●	4
Sentinel Returns	Psygnosis	●●	11	Spec Ops		●●	34
Sesame Street Sports	NewKidCo	●●●	54	Spec Ops: Covert Assault	Take 2 Int.	●●	52
Shadow Madness	Crave	●●●	19	Spec Ops: Ranger Elite	Take 2 Int.	●●	46
Shadow Man	Acclaim	●●	27	Speed Punks	Sony CEA	●●●●	32
Shadow Master	Psygnosis	●●●	5	Speed Racer	Jaleco	●●	8
Shadow Tower	AgeTec	●	28	Speedball 2100	Empire	●●	40
Shanghai: True Valor	Sunsoft	●●●	20	Spider-Man 2 Enter: Electro	Activision	●●●	50
Sheep	Empire Int.	●●●	41	Spider-Man 2 Enter: Electro	Take 2 Int.	●●	38
Shipwreckers	Psygnosis	●●	3	SpongeBob SquarePants	THQ	●●	51
Shooter: Space Shot	AgeTec/A1	●●●	48				
Shooter: Starfighter Samveln	Acclaim	●●	43				
Silent Bomber	Bandai	●●●●	30				
	Konami	●●●	18				
Silhouette Mirage	Working Designs	●●	29				
Sin Theme Park	Electronic Arts	●●●	33				
The Simpsons Wrestling	Taito	●●	45				
Skydiving Extreme	Banpresto	●●	49				
Skullmonkeys	Electronic Arts	●●●●	6				
Small Soldiers	Electronic Arts	●●●	24				
Smurfs	Infogrames	●●	15				
Smurf Racer	Infogrames	●●	45				
Sno-Cross							
Championship Racing	Crave	●●	37				



FFX: LIGHTNING QUICK

Ok, so you're having trouble dodging 200 consecutive lightning bolts. Don't worry, many others (including myself) have had the same problem. Here are some tips to dodge them.

1. Turn off the lights in the room! This helps immensely in that you can see the flashes better, and you'll react much more quickly.
2. Keep a steady count in your head. If you lose track, start over from the 1's digit before, so you won't overestimate your dodges, i.e., if you lose track at 157, start over at 150 and keep counting, and do not lose your concentration.
3. Pause when you feel tired. This helps immensely in that you can see the flashes better, and you'll react much more quickly. If you lose track, start over from the 1's digit before, so you won't overestimate your dodges, i.e., if you lose track at 157, start over at 150 and keep counting, and do not lose your concentration.
4. Do not go in Rin's Travel Agency or Save. If you do, the counter will reset itself and totally screw you over.
- Now for the important stuff. You wanna know where to dodge, right? Go north of Rin's Travel Agency, to the next screen. From there, go a little bit north and right. There, the lightning strike rate is 3x the regular rate. But



even better, go one screen south of the Travel Agency, and you'll come to a rather large area with small craters scattered around. If you stand in one of those craters, most likely the lightning will strike with a beat. By a beat, I mean it will follow a pattern that is relatively easy to follow, therefore making this minigame infinitely easier. For example, there is a crater not too far from the top of the screen. It is near a tower, and the lightning strikes at a beat of 1-2-3-4-5-6-7-8...BANG...1-2-3...BANG...1-2-3-4-5-6-7-8...BANG...1-2-3...BANG...and so forth. Try it, I'll guarantee it'll make your life easier.

By Zhang
ZillyBong@aol.com

Got tips? Email them to gam3d@hewlett.com

REPLAY FORUM

From pg. 132

Lights: 073 196
22-8-30-71
Books: 055 112
47-62
Belt: 005



At the office
Pants: 015
Jacket: 050
Shoes: 014

TANKING IT

Having trouble with all the cars on the road in GTA3? I've got a solution for you. While playing enter the tank code (Circle, Circle, Circle, Circle, Circle, R1, L2, L1, Triangle, Circle, Triangle). Enter the code 10 or 11 times to delete all of the cars on the road.
Matt Gabrielson
thirdd200ye@hotmail.com

HUMMERMAN

The humes missions in GTA3 aren't impossible. Change your view (Select) so you can see

Then, start out with checkpoints that are in clumps, so you have some breathing room.

If you can find three together that'll really help.
Jay
rebel356@msn.com

Game	Publisher	Score	Issue
Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Down. If you're on, you'll hear a sound.			
Turn Spyro blue			
Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, X. Sound off if you're spot on.			
Squish skateboard			
Pause the game and press Up, Left, Left, Right, Right, Down, Down, Circle, Square. If you entered the code correctly, you will hear a sound. Repeat the code to disable its effects.			
	Sony CEA	●●●●	27
	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●	22
Star Trek: Invasion	Activision	●●●●	37
Star Wars: Episode I—Jedi Power Battles	LucasArts	●●●	33
	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●	41
Steel Reign	Sony CEA	●●●	2
Sneak	GT Interactive	●●	15
Street Fighter Alpha 3	Capcom	●●●●	21
Street Fighter Collection	Capcom	●●●●	13
Street Fighter EX Plus Alpha	Capcom	●●●●	16
Street Fighter EX2 Plus	Capcom	●●●●	2
Street Sk8er	Electronic Arts	●●●	33
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●	34
Striker Pro 2000	Infogrames	●●●	43
Strikers 1945	AgeTec	●●●	44
Sulkoeden II	Konami	●●●	26
Superbike 2000	EA Sports	●●	32
SuperCROSS 2000	EA Sports	●●	29
SuperCROSS Circuit	989 Studios	●●	28
Surf Riders	Ubi Soft	●●	35
Sydney 2000	Eidos	●●	38
	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●	31
Syphon Filter 3	Sony CEA	●●●	52
Tai Fu	Activision	●●	19
T.A.G.S.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●	12
Tail Concerto	Atlus	●●●	26
Tales of Destiny	Namco	●●●	13
Tales of Destiny II	Namco	●●●	49
	Sony CEA	●●●	24
Team Buddies	Midway	●●●	38
Team LOSI RC Racing	Fox Interactive	●●●	13
	Namco	●●●●	9
	Activision	●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis	AgeTec	●●	53
Tennis Arena	Ubi Soft	●●	4
	Accolade	●●●	3
	Accolade	●●●	15
Test Drive 6	Infogrames	●●●	27
Test Drive Le Mans	Infogrames	●●●	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●	29
Threads of Fate	Square EA	●●●	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 98 PGA Tour Golf	EA Sports	●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●	41
Tigger's Honey Hunt	Headful Co	●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●	16
Tiny Toon Adventures: Plucky's Big Adventure	Comspiracy	●●	50
Tiny Toons:			

NFL BLITZ 2002

Game	Publisher	Score	Issue
Tiny Toons:			
The Great Bearstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●	27
Tom & Jerry in House Trap	Eidos	●●●●	41
Tom Clancy's Rainbow Six:			
Rogue Spear	Red Storm	●●●	45
Tomb Raider: Chronicles	Eidos	●●●●●	4
Tomb Raider:	Eidos	●●●●●	16
The Last Revelation	Eidos	●●●●	29
Tomb Raider:	Sony CEA	●●●●	11
Tomb 2:			
The Evil Swine Return	Sony CEA	●●●●	29
Tonka Space Station	Electronic Arts	●●●●	28
	Hasbro	●●●●	41
	Activision	●●●●●	26

11 Tony Hawk's Pro Skater 2

If you polled our staff, at least one of us would claim this to be the best game that the PS one ever played. Maybe it's because he's in the unlockable video as the guy who "never skated before."

Regardless, cheat away. Anyone who's anyone has already beaten this game into oblivion.

Hidden characters galore

Pause the game, then hold L1 and press Square, Circle, Right, Triangle, Circle, Right, Circle, Triangle, Right, Square, Right, Up, Left, Up, Square. If you entered the code correctly, the pause screen will shake.

All gaps and Private Carrera

Pause the game, then hold L1 and press Down, Up, Left, Left, Circle, Left, Up, Triangle, Triangle, Up, Right, Square, Square, Up, X. The screen shakes if you're good at following directions.



8 Tony Hawk's Pro Skater 3

This is definitely no THPS2, but if you've beaten the first two, this is a necessity. Enjoy blitzing the game with these codes.

Special meter stays special

Pause then hold L1 and press triangle, right, up, square, triangle to always have a full special meter. The correct code will cause the screen to shake like elite hogs.

Extra points

Pause the game, then hold L1 and press Square, Circle, Right, Square, Circle, Right, Square, Circle, Right to have the level end with 10,000 points added to your score. If you're really hard for 10,000 points, we disown you. But if you entered the code correctly, the screen will shake like a leaf on a tree.

Play as Officer Dick

Successfully complete Career mode by completing all goals and getting all gold medals with a custom-created skater to unlock Officer Dick.



Tombside: Dare to Scare	Volical	●●●	29
Tomoko: The Last Hope	Enix	●●	40
Tory Story 2	Activision	●●●●	28
Tory Story Racers	Activision	●●●	44
Transformers:			
Beast Wars Transmetals	Bam! Interactive	●	36
Trap Gunner	Atlas	●●●	13
Treasures of the Deep	Namco	●●●●	1
Track 'N' Snowboarder	Capcom	●	25
Triple Play 99	EA Sports	●●●	9
Triple Play 2000	EA Sports	●●●●	20
Triple Play 2001	EA Sports	●●●●●	32
Triple Play Baseball	EA Sports	●●●	44
Turbo Prop Racing	Sony CEA	●●●	11
	989 Studios	●●●	16
	989 Studios	●●●●	28
Twisted Metal: Small Brawl	Sony CEA	●●	52
Tyco RC: Assault With a Battery	Mattel Int.	●●	38

Game	Publisher	Score	Issue
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●●	40
Um Jammer Lammy	Sony CEA	●●●●	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanarak	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●	27
Vanguard Bandits	Working Designs	●●	33
Vanishing Point	Acclaim	●●●●	44
Vegas Games 2000	3DO	●●●●	27
V.I.P.	Ubi Soft	●●	51
V.I.P. 2	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
Virtual Kasparov	Titus	●●	49
VR Baseball 99	Interplay	●●●	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3

Walt Disney's Jungle Book			
Rhythm n' Groove	Ubi Soft	●●●	41
Walt Disney World Quest			
Magical Racing Tour	Eidos	●●●	33
War Jets	3DO	●●	48
WarGames: DefCon 1	MGM Interactive	●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●	26
WCW Nitro	THQ	●●●	5
WCW/nWo Thunder	THQ	●●	17
The Weakest Link	Activision	●●●●	51
Wheel of Fortune	Hasbro Int.	●●●●	17
Wheel of Fortune 2	Hasbro Int.	●●●●	39
Who Wants to Be a Millionaire	Sony CEA	●●	35
Who Wants to Be a Millionaire:			
3rd Edition	Sony CEA	●●	47
Wild 9	Shiny/Interplay	●●●●	15
Wild Arms 2	Sony CEA	●●●	33
The Wild Thornberry:			
Animal Adv.	Mattel Int.	●●	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League:			
Thunder Tanks	3DO	●	39
The World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Warm Armageddon	Hasbro Int.	●●●	27
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●●	31

WWF SmackDown! 2:			
Know Your Role	THQ	●●●●●	40
WWF War Zone	Acclaim	●●●●	12
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Files	Fox Interactive	●●●	28
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
X-Men: Mutant Academy 2	Activision	●●●	50
Xena: Warrior Princess	Electronic Arts	●●●	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●●	25
You Don't Know Jack! Mock 2	Sierra On-Line	●●	40

TELL US WHAT YOU THINK

Drop us an email, let us know what you like the best about our new section, what you'd like to see more of, and even what you could do without. Send your comments to opm@ziffdavis.com, with REPLAY in the subject line.

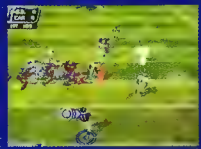
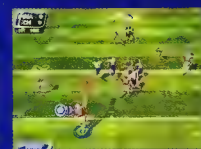
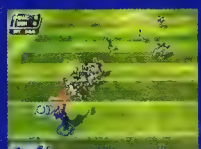
Not everyone wants to play with a winged eagle at quarterback. We're kidding, of course. We know everyone does! Except for the handful of people who like throwing deep with a dolphin at the helm. Answer your quarterback question with these exclusive codes.



Character	Enter Name	Pin#
Cowboy	COWBOY	1996
Indian	INDIAN	1992
Silver Robot	ROBOTS	1970
Red Robot	ROBOTR	1974
Clown	CLOWN	1974
Dolphin	DOLPHIN	1972
Fast Player	RBL-DEM	9449
Viking	VIKING	1977
Bear	BEAR	1985
Eagle	EAGLE	1989
Horse	HORSE	1991
Lion	LION	1963
Pinto	PINTO	1964
Pirate	PIRATE	2481
Ram	RAM	2000
Tiger	TIGER	1977
Clown	MADISON	1228



L2	R2	X	D-Pad	Result
NFL Logo	Helmet	Midway	Right	See More Field: If Teams Agree
Helmet	NFL Logo	NFL Logo	Right	Big Heads
Midway	Goal Post	Whistle	Left	Huge head
Helmet	NFL Logo	Ball	Right	Team Big Heads
Helmet	Helmet	Helmet	Right	Always Receiver, 2 Hubs per Team
Whistle	Whistle	Whistle	Right	Weather: Rain
Midway	Helmet	Ball	Right	Weather: Clear
Ball	Goal Post	NFL Logo	Right	Hide Audible Names
Helmet	Whistle	Ball	Right	Team: Midway
Goal Post	NFL Logo	Ball	Right	Team: Crunch Mode
Whistle	Goal Post	Ball	Right	Team: Armageddon
Helmet	Whistle	Goal Post	Up	Team: Rotos
Whistle	Helmet	Ball	Down	No Fumbles if Teams Agree
Ball	Midway	Whistle	Down	No Highlight Target on Receiver
Helmet	Ball	Helmet	Down	Ground Fog On
Ball	Ball	Ball	Down	Extra Plays for Offense
NFL Logo	Midway	Helmet	Down	No CPU Assist if Teams Agree
Ball	Midway	Goal Post	Down	Smart CPU Teammates
Midway	Midway	Midway	Down	Tourney Mode in 2 Team Game
NFL Logo	Ball	NFL Logo	Down	Churne Ball
Goal Post	Ball	Helmet	Down	Team: Brew Dawgs
Ball	Goal Post	Goal Post	Down	Team: NeoTokyo





SPELL IT OUT

Anagrams are fun. You know, when you take a phrase and rearrange the letters to mean something completely different? We couldn't help but wonder what typing in some game-related phrases might yield. Try some yourself—and send your results to opm@ziffdavis.com with the subject line "ANAGRAMS."

Legacy of Kain:

Fake any logic, Fang tice okay

Grand Theft Auto:

A fated thug torn, A hated front gut, A fatted grunt ho

Virtua Fighter:

A furtive girth, A river-fit thug, River fat: Hug it

Resident Evil:

Ed revels in it, NES delivers it?, It needs liver, Rent "Die Elvis", Divine Lester

Devil May Cry:

Dry, evil YMCA

Fatal Frame:

A fat elf arm, A fetal farm,

Fear Fat Mat

Metal Gear Solid:

A treadmill goes, A medallist ogre, Damage trollies, A galled erotism

State of Emergency:

Eat gnome feces. Try!, Feces enrage my tot, Teens cremate foggy

Maximo:

Maim ox

PlayStation:

A slain potty, A Stalin typo, A play it's not, A ton sit, play

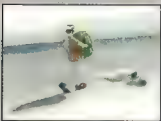
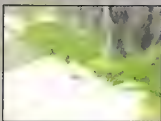
Final Fantasy:

Falsify an Ant, Anal Taffy Sin, Anal Fisty Fan



ICO AND HIS MELON

When you beat Ico, remember letting the credits roll through until you found yourself controlling Ico? And then you walked on the beach toward Yorda for the game's real ending? Well, get this: The game's Japanese version allows you to wander around to the mountain wall, where you find a watermelon patch. Pick one up and carry it over to Yorda, and then watch as the two eat watermelon by the seashore. How fruity.



FOR THE EDUCATED PIRATE

EA Games and Westwood Studios put a little more effort than usual into promoting their game Pirates: The Legend of Black Kat to us. As a parody of popular magazines like Maxim, they submitted an issue of "Modern Pirate," with none other than their own game's heroine on the cover. In addition to the entertaining pirate issues that the cover lines refer to, inside reveals things like a quiz on how well you know your first mate and a top 10 list citing common pirate résumé blunders (#7: "Led successful mutiny").



CAPTION CONTEST

Every month, we select a screenshot from a featured game and ask you to come up with a funny caption for it. Pirates: The Legend of Black Kat is ripe for the witty text supplement this month. Send your incredibly hilarious entries to opm@ziffdavis.com with the subject of CAPTION CONTEST.



WINNER!

Don't laugh, we really are trained in guerrilla warfare!
JZ Zaranka, SimmsQB@aol.com

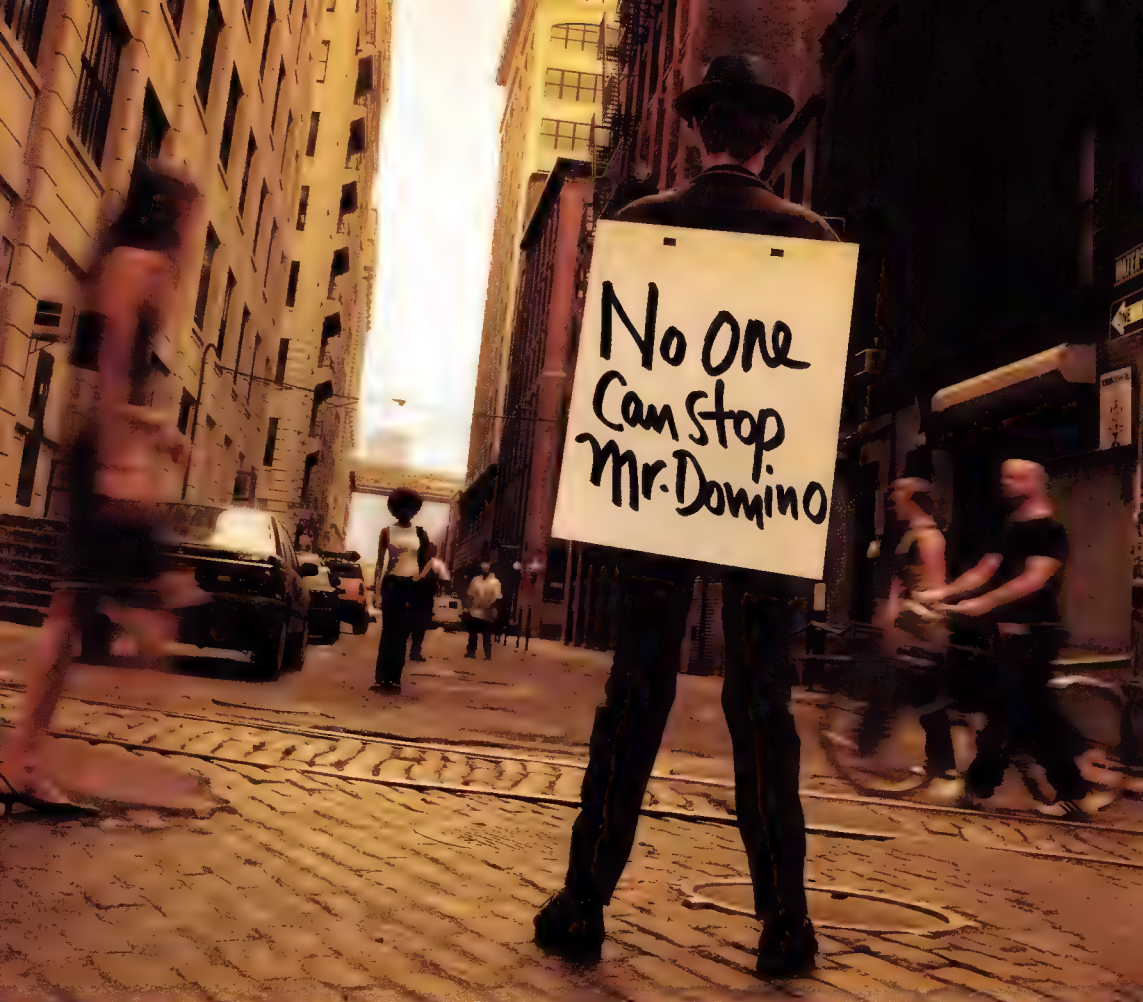


CAPTION THIS

What's going on between this crewman and Modern Pirate's cover girl? Let us know now.

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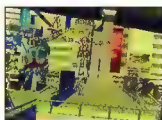


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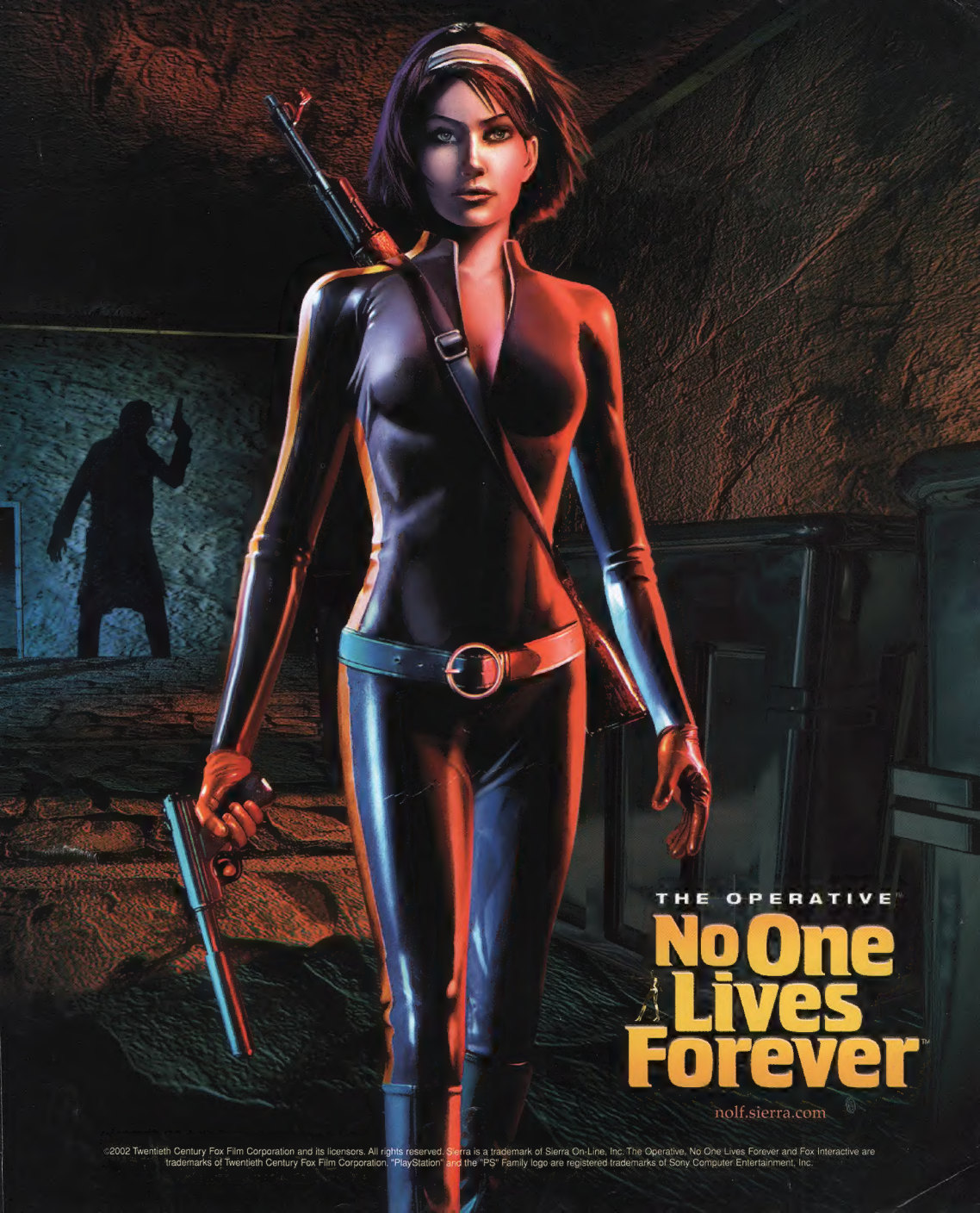


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